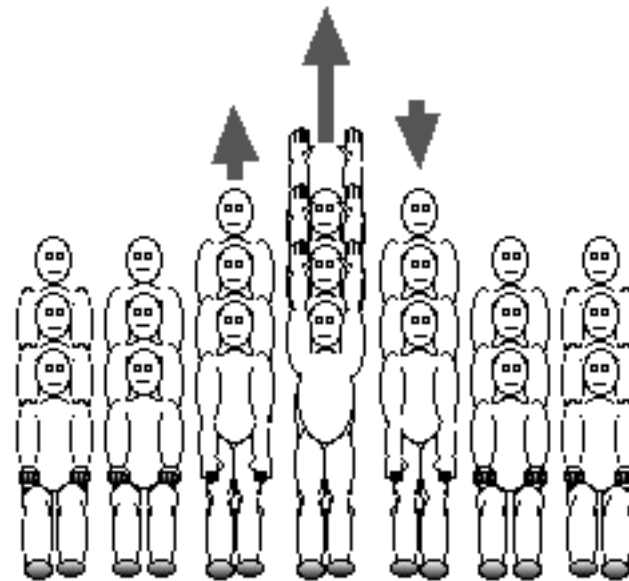
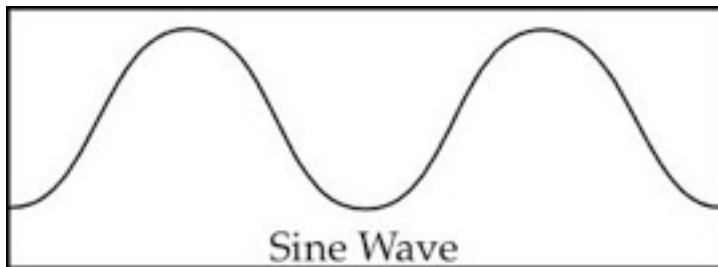


# WAVES

# WAVES

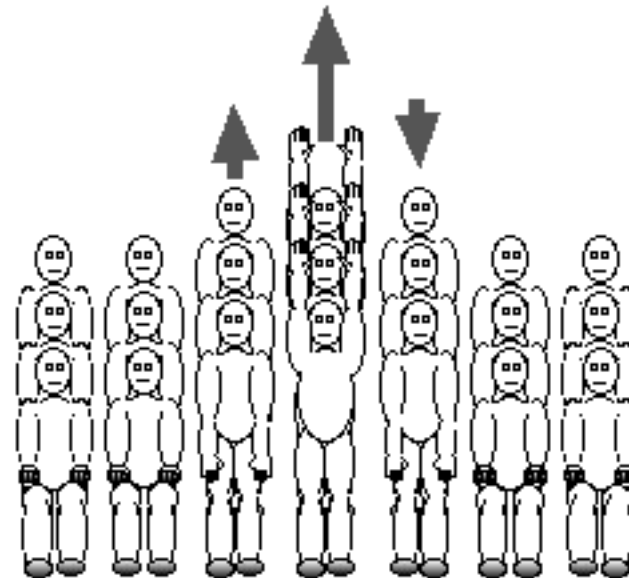
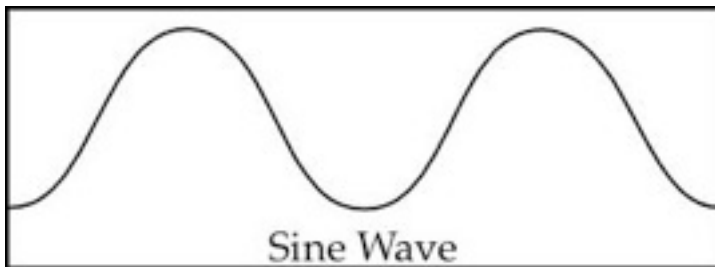
Physical Science

# Waves are everywhere in nature



# Waves are everywhere in nature

- Sound waves
- visible light waves
- radio waves
- microwaves
- water waves
- sine & cosine waves
- telephone waves
- earthquake waves
- waves on a string
- slinky waves
- stadium waves



# Waves

- I. Wave: disturbance that transfers energy progressively from point to point - some waves require a medium, some do not

## Mechanical:

Sound

Water

Strings

**Disturbance in a medium**

## Electromagnetic

Light

Radio

Radar

Microwaves

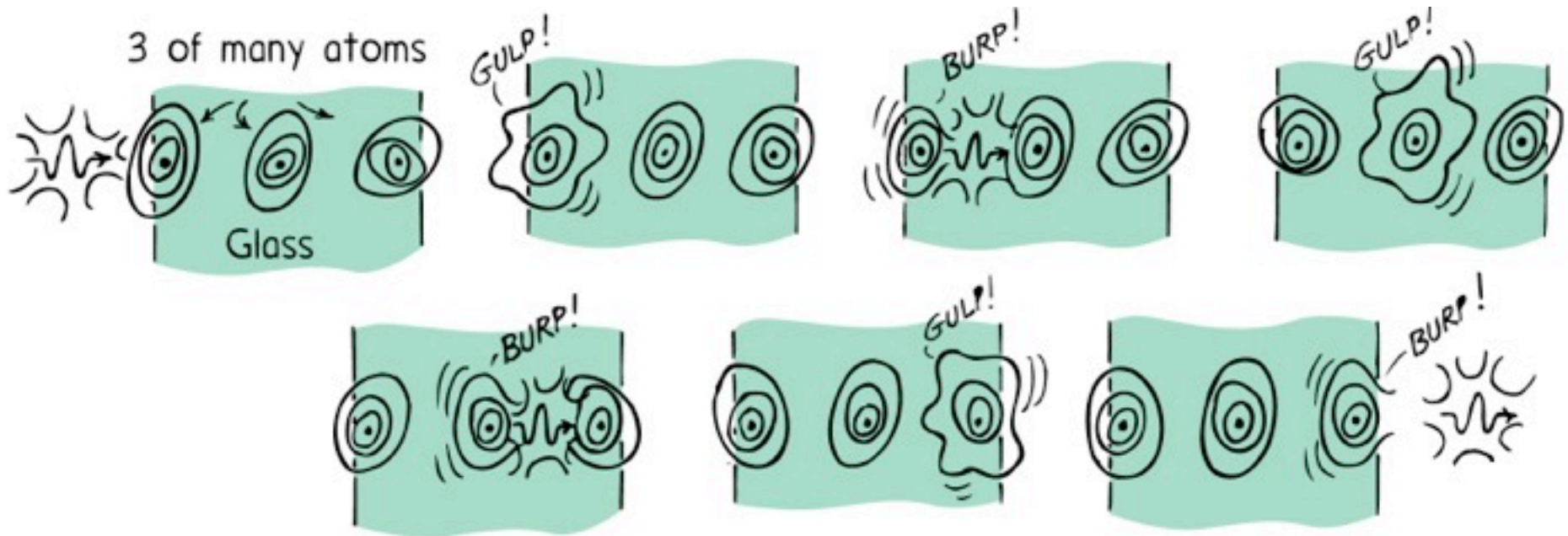
x-rays

$\gamma$ -rays

**no  
medium**

# Waves

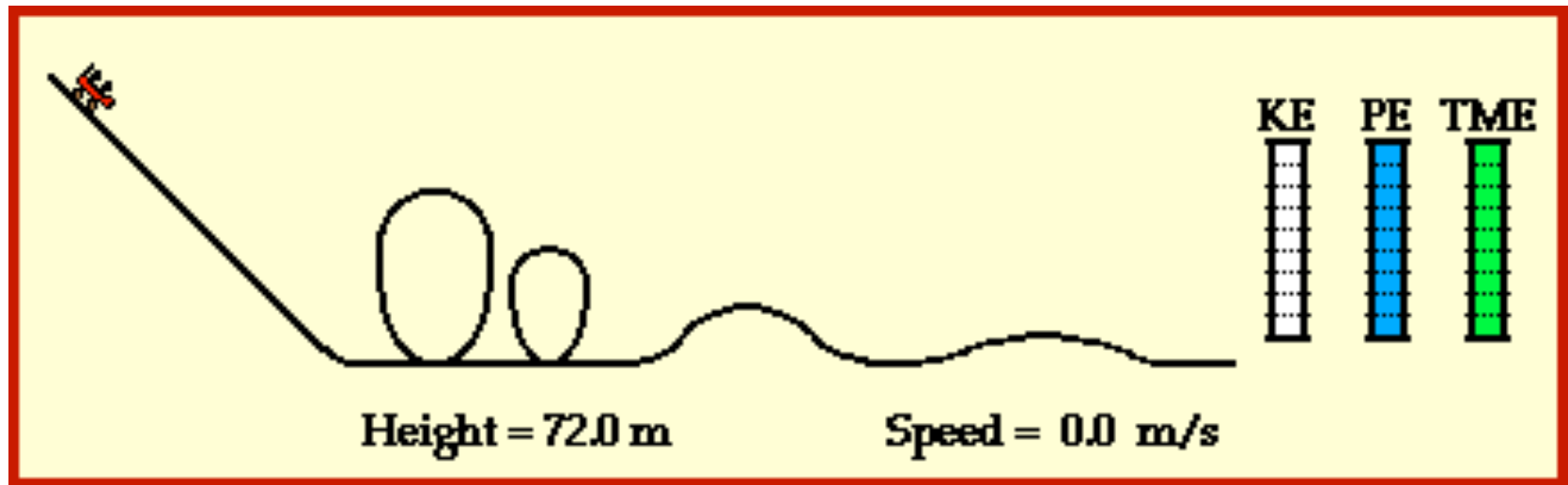
A. Medium: anything that waves pass through that is not just empty space



# Types of energy:

- Kinetic and potential
- Thermal energy  
(endothermic and  
exothermic)
- Sound
- Light

# KE versus PE





# Thermal Energy (heat energy)

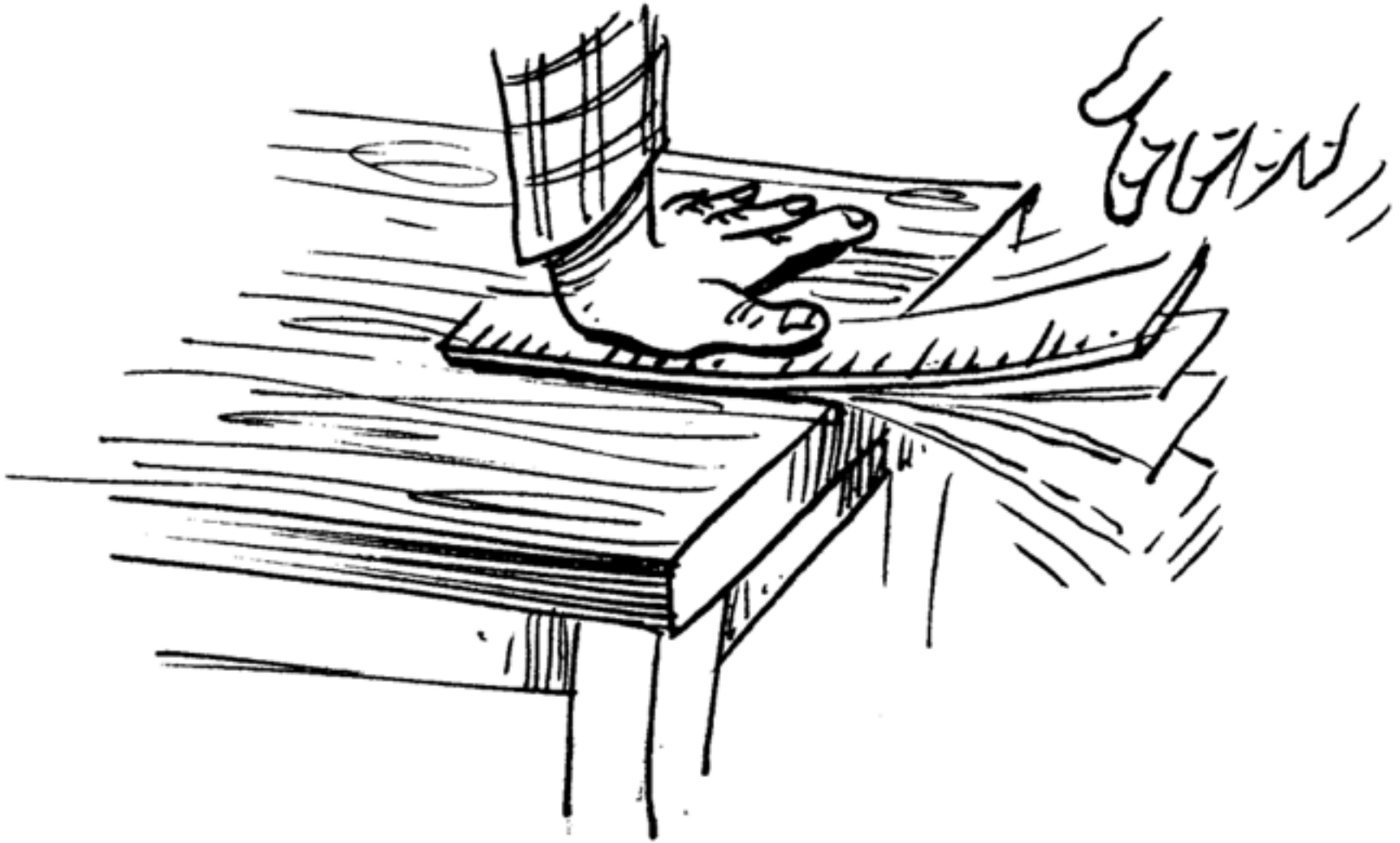
Endothermic ---- To absorb heat (Heat moves from the surroundings to the system )

Example: Holding an ice cube

Exothermic - To radiate or give off heat  
(Heat moves from system to the surroundings)

Example: A firework

# Sound (vibrations)



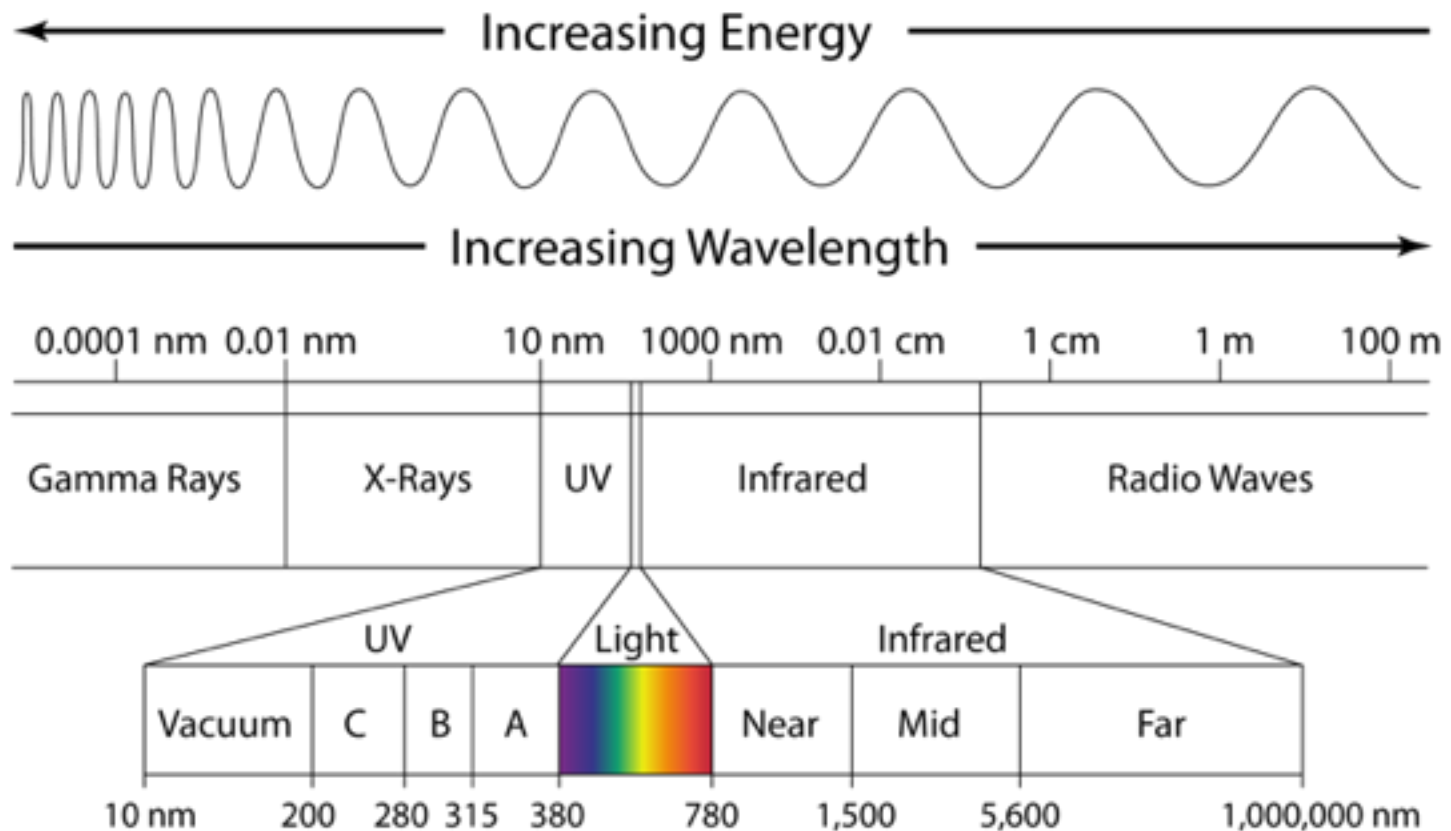
# Sound (vibrations)



<http://www.youtube.com/watch?v=1yaqUI4b974>

As the sound **frequencies** from the speaker make the plate vibrate, the sand gravitates to those areas where there are less vibrations, and creates complex sand patterns

# Light ( the electromagnetic spectrum ) - we will talk about this later



# WAVES

BACK TO

**WAVES**

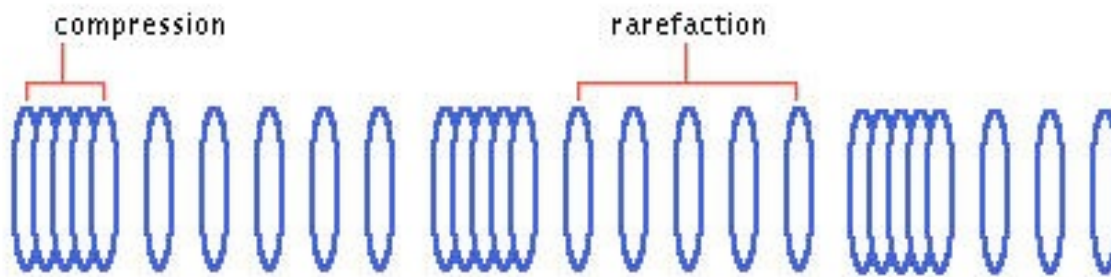
BACK TO

**WAVES**

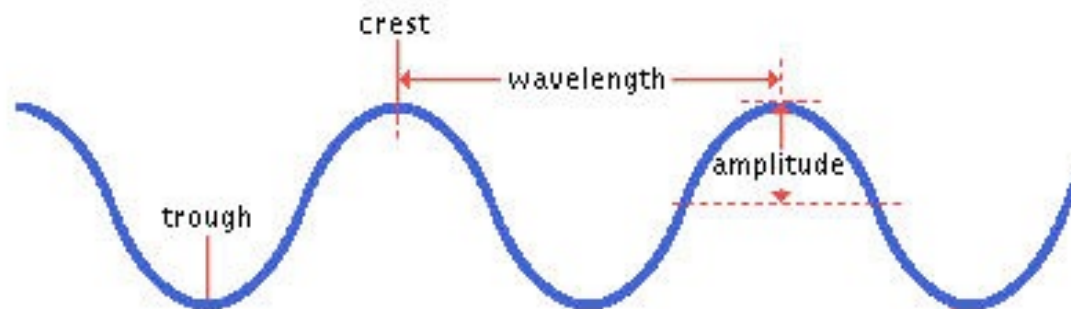


# Waves

## A.Types of Waves



**Figure 1: Longitudinal Wave**



**Figure 2: Transverse Wave**

## Longitudinal wave

Source moves  
left and right

Coils move  
left and right



## Transverse Wave

Source moves  
up and down

Coils move  
up and down



The subsequent direction of motion of individual particles of a medium is the same as the direction of vibration of the source of the disturbance.

# Slinky Wave

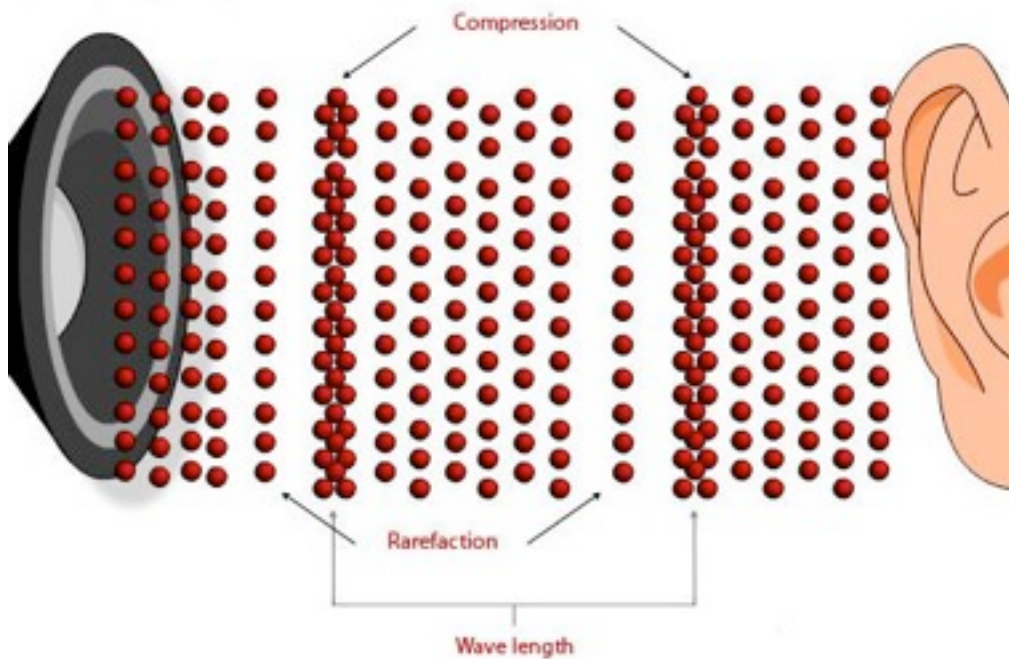
- Energy is being transferred
- The metal of the slinky is the MEDIUM that the wave pulse is transferred through
- The medium ends up in the same place that it started in
- The same can be seen with a stadium wave

# Longitudinal Wave

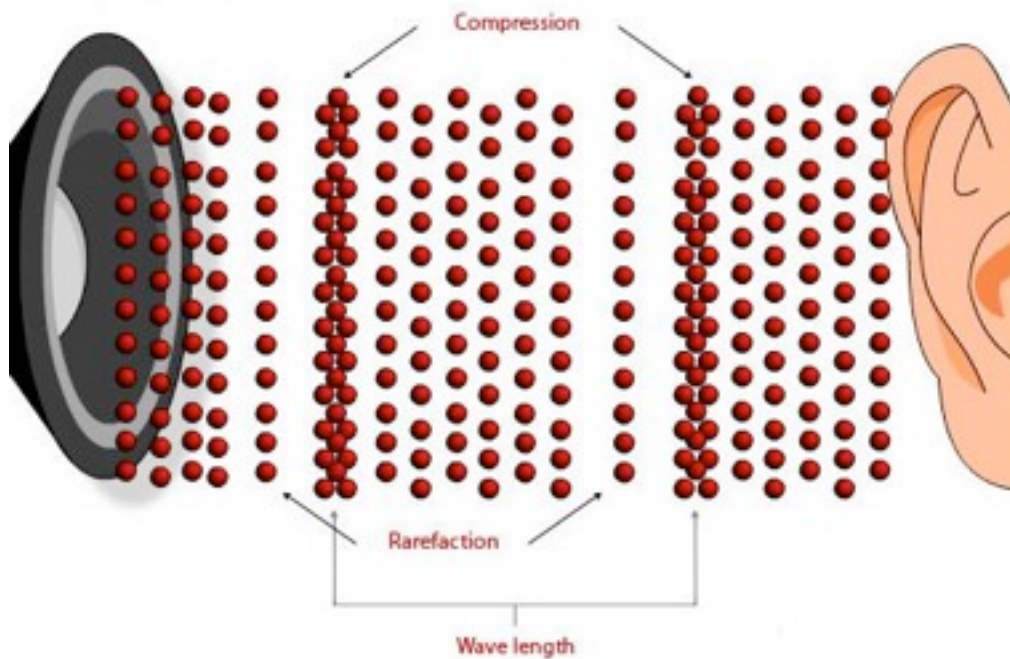
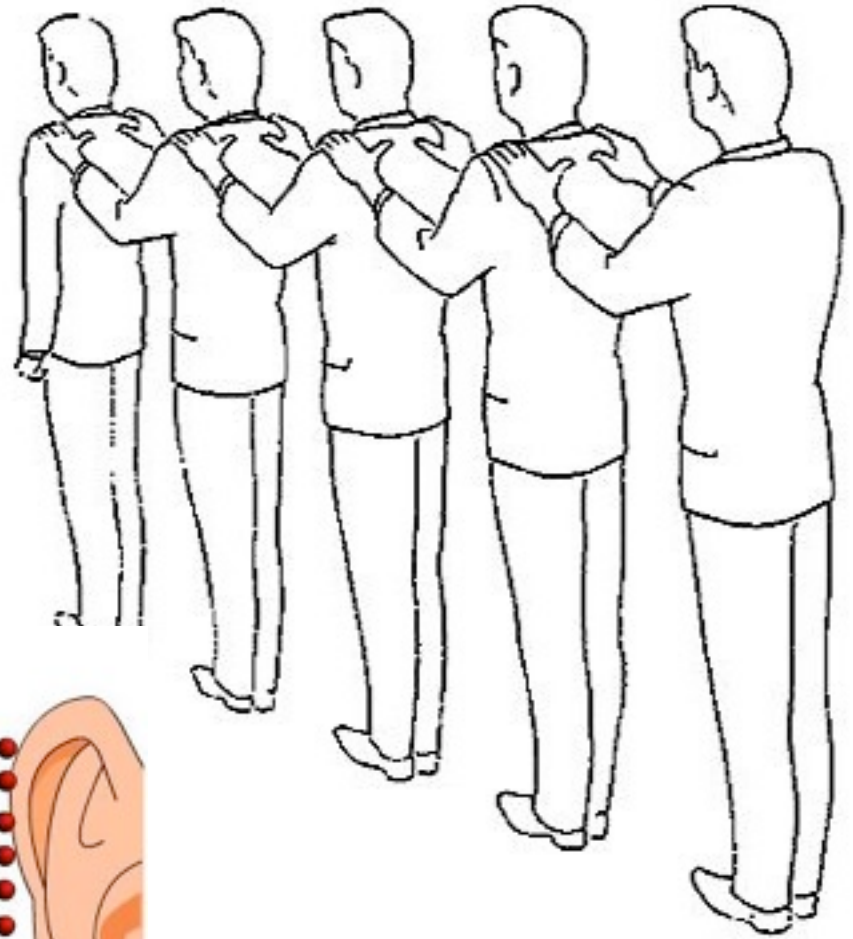
- The medium particles vibrate parallel to to motion of the pulse
- This is the same type of wave used to transfer sound



# Longitudinal Waves

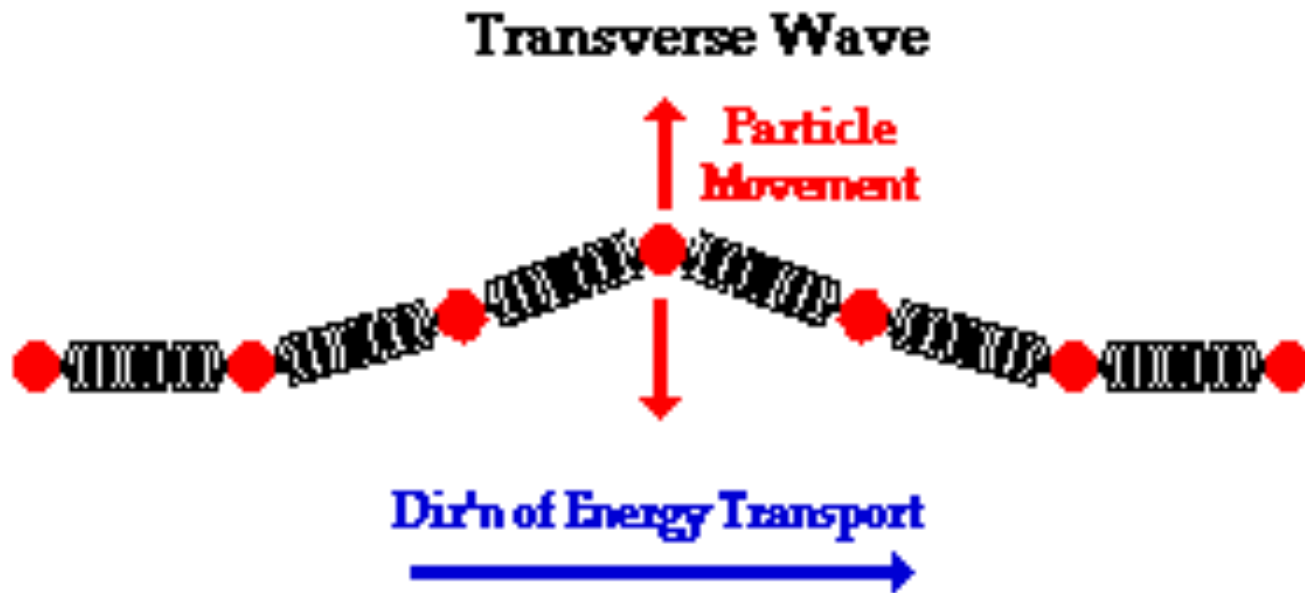


# Longitudinal Waves



# Transverse Wave

- In a transverse wave, the pulse moves perpendicular to the disturbance





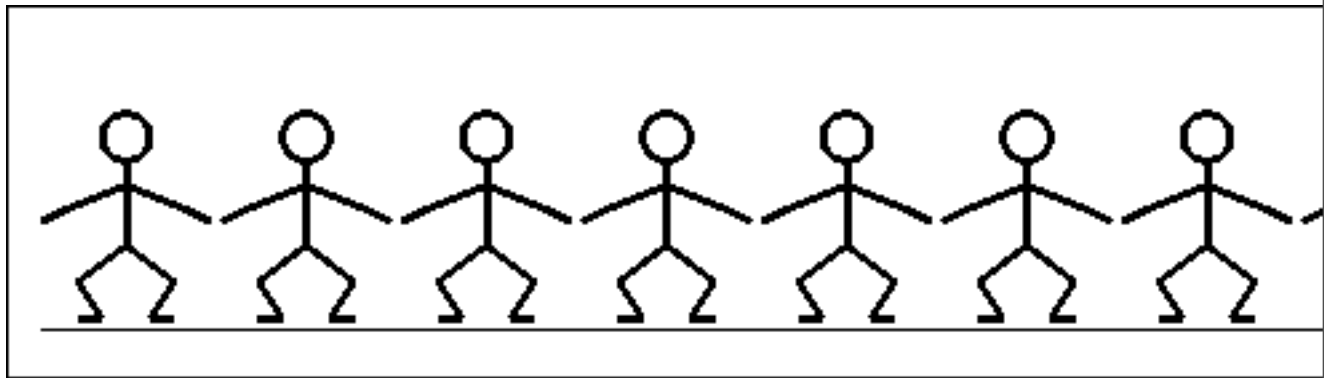
©2002, Dan Russell



© 2002, Dan Russell



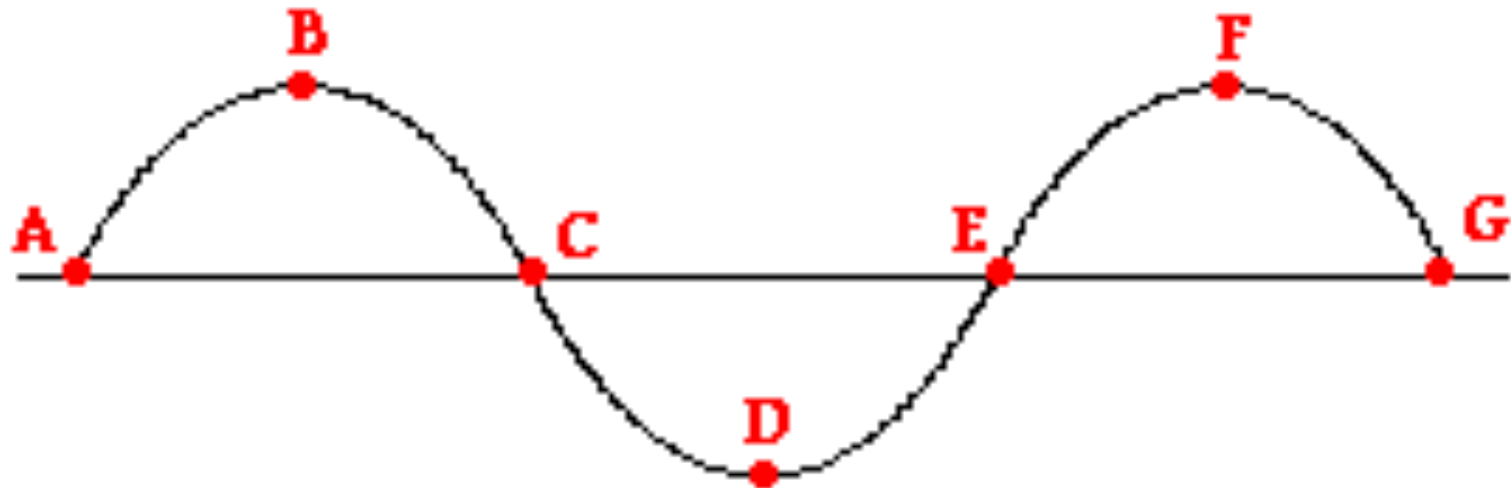
●  
©2002, Dan Russell



# Anatomy of a wave

The middle line represents the equilibrium position

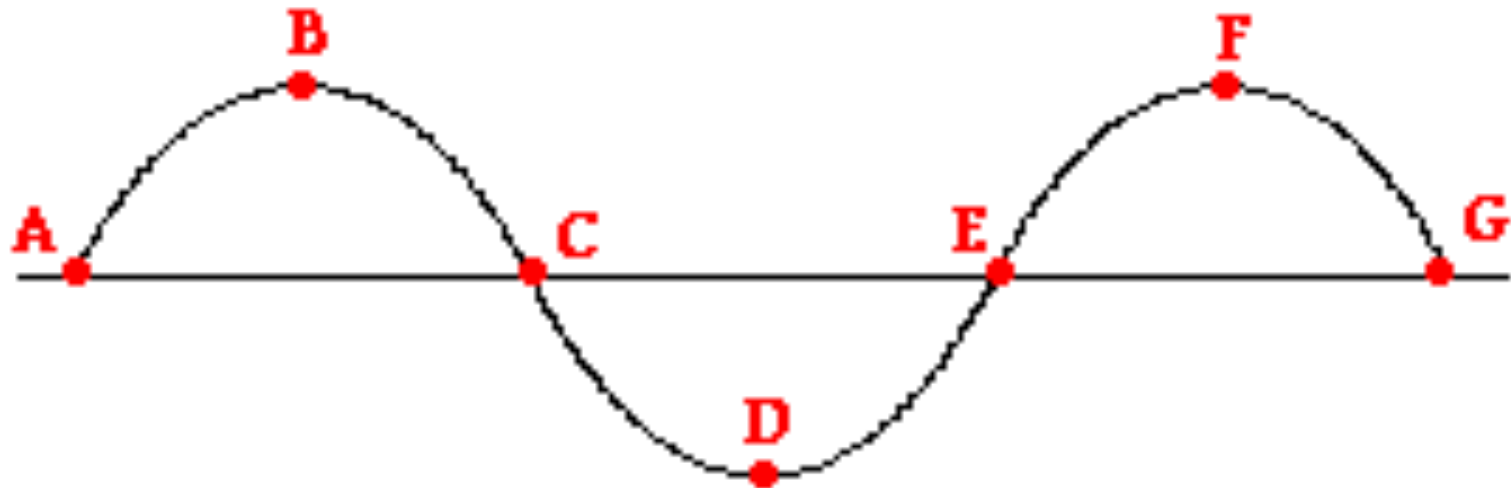
Once the medium is disturbed it moves away from this position and then eventually returns to it



# Anatomy of a wave

Points B and F are called the CRESTS of the wave.

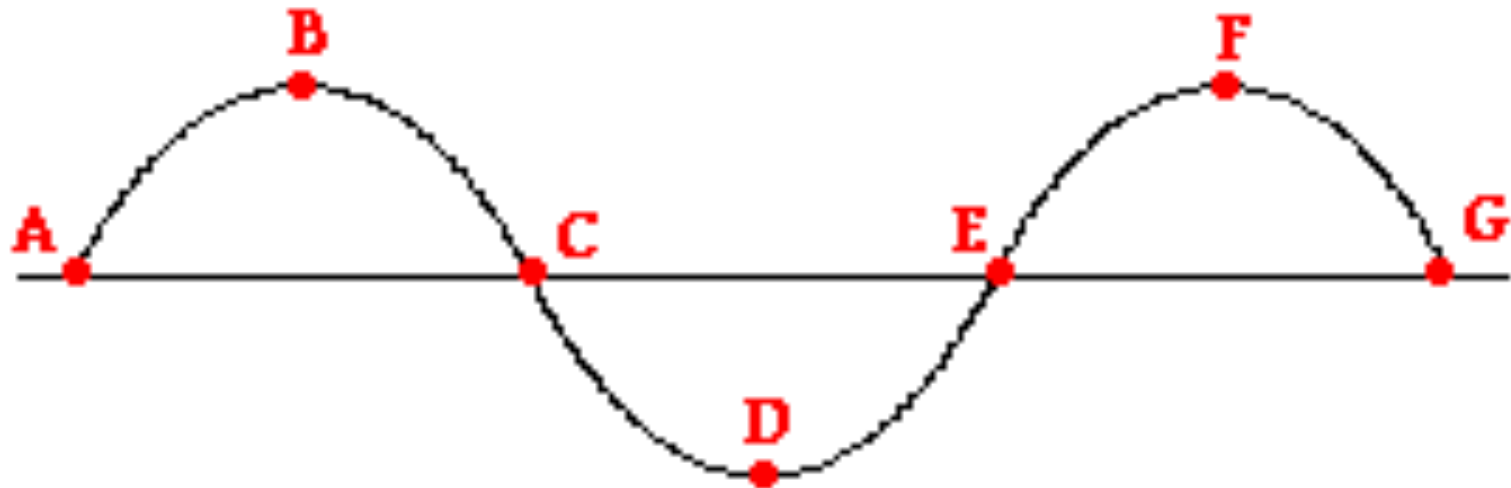
They are the HIGHEST points



# Anatomy of a wave

Point D is called the TROUGH of the wave.

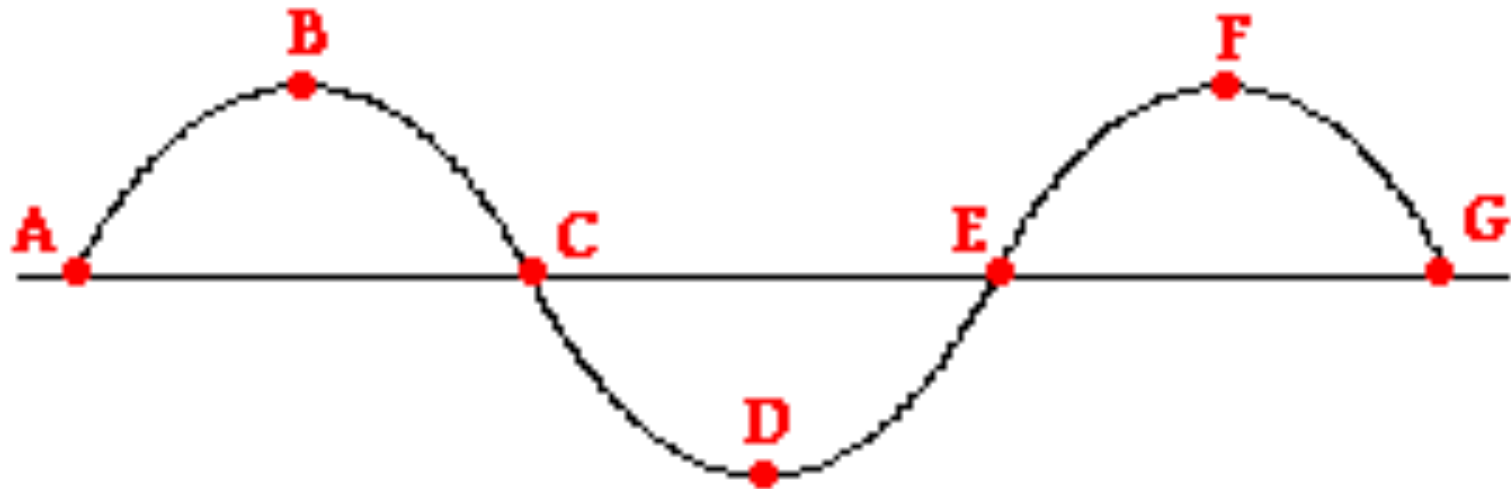
It is the LOWEST point



# Anatomy of a wave

The distance between two consecutive similar points ( in this case the two crests ) is called the **WAVELENGTH**

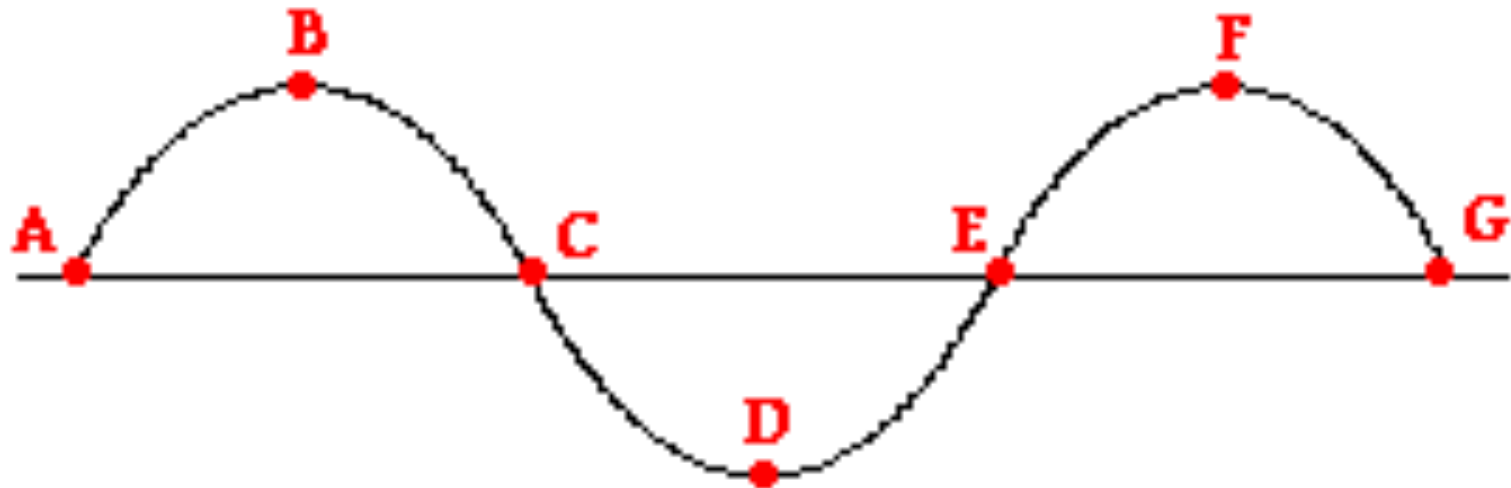
This is the length of the wave pulse



# Anatomy of a wave

The distance between the equilibrium line and the crest or trough is called the **AMPLITUDE**

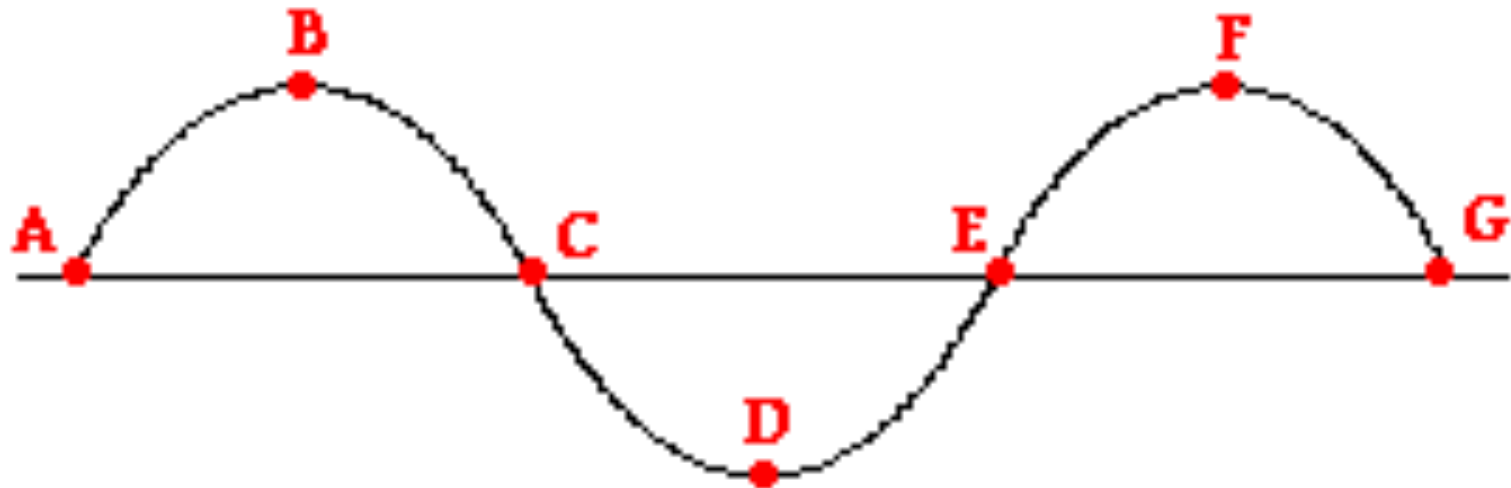
this is the maximum height and depth



# Anatomy of a wave

The distance between the equilibrium line and the crest or trough is called the **AMPLITUDE**

this is the maximum height and depth



# WAVE FREQUENCY

- We know that frequency measures how often something happens over a certain amount of time.... think of any survey that you have taken.... You go to a sporting event \_\_\_ times per week, You have \_\_\_\_ hours of schools work a night, You attend a social even \_\_\_\_ times per month ETC... these are example of frequency
- We can measure the frequency of a wave by measuring the amount of times a pulse passes through a fixed point over a given period of time and this will give us the frequency

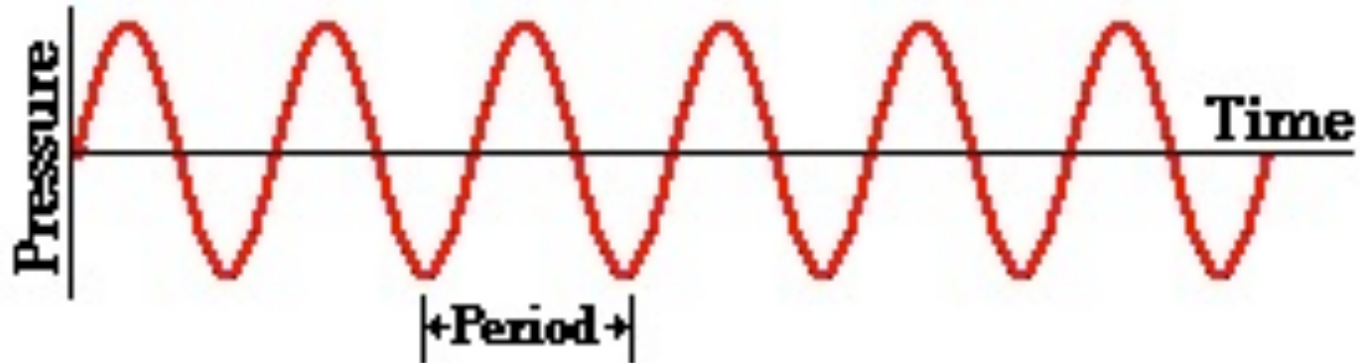


# WAVE FREQUENCY

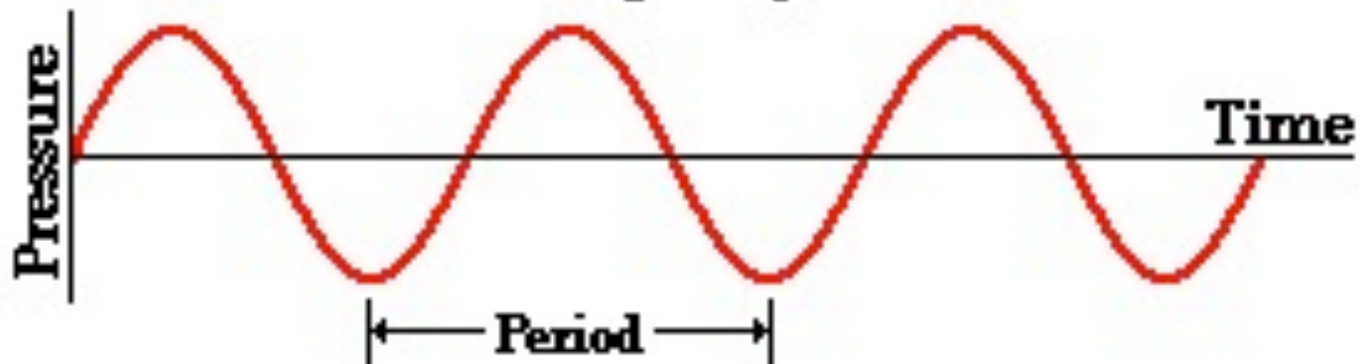
- Suppose I wiggle a slinky back and forth and count that 6 waves pass in 2 seconds, would the frequency be?
- 6 waves / 2 seconds
- = 3 waves / second
- = 3 hertz (Hz)
- Hertz stands for wave cycles per second

# Frequency

**High Frequency Wave**



**Low Frequency Wave**



# Wave period / Wave cycle

- The period of a wave is the time for a particle on a medium to make one complete vibrational cycle (wave)
- It is the reciprocal of the frequency
- $T = 1/f$
- $f = 1/T$

# Wave Speed

- We can use what we know to determine how fast the wave is moving
- What is the formula for velocity?
- -----  $\text{velocity} = \text{distance} / \text{time}$
- What distance do we know about a wave
- ----- wavelength
- and what time do we know?
- ----period

# Wave Speed

- if we plus these in we get
- velocity = length of pulse (wavelength) / time for pulse to move past a fixed point (period)
- $v = \lambda/T$
- We use  $\lambda$  LAMDA to represent wavelength

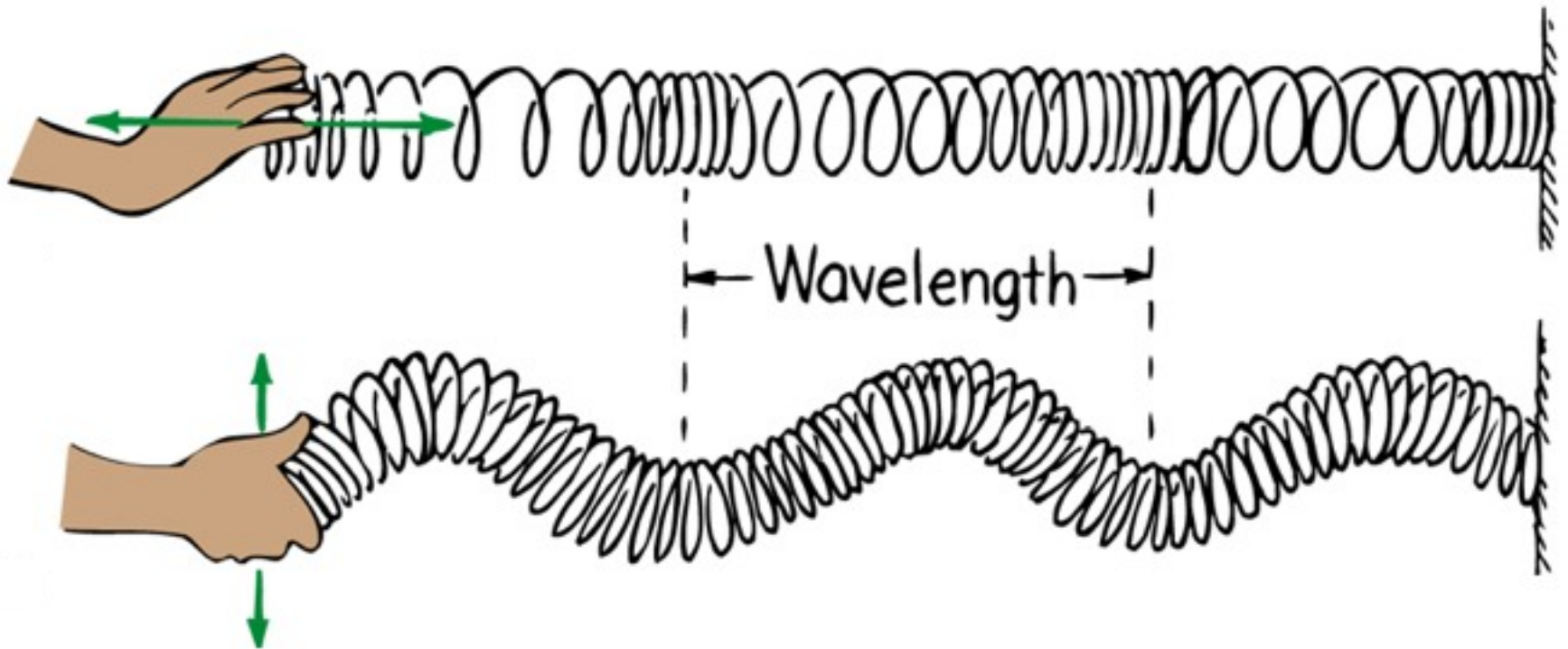
# Wave Speed

- $v = \lambda / T$
- but what does  $T =$
- $t = 1/f$
- So we can also write this as
- $v = f \lambda$
- velocity = frequency  $\times$  wavelength
- This is THE WAVE EQUATION

# Waves

a. Compression: high pressure point of wave

b. Rarefaction: low pressure point of wave



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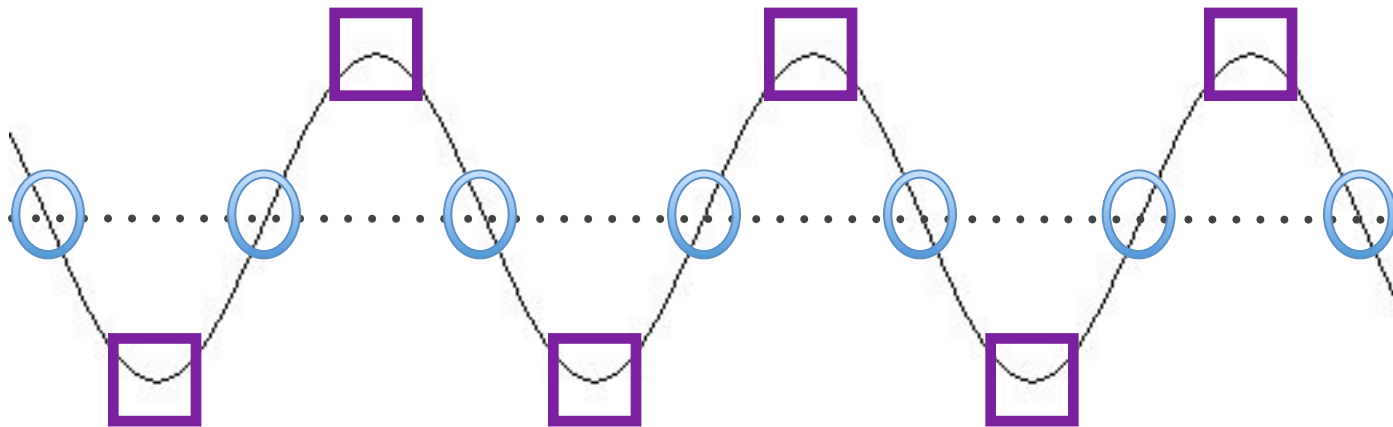
[http://paws.kettering.edu/~drussell/  
Demos/waves/wavemotion.html](http://paws.kettering.edu/~drussell/Demos/waves/wavemotion.html)



# Waves

## III. Standing waves

A.Nodes: points of low energy

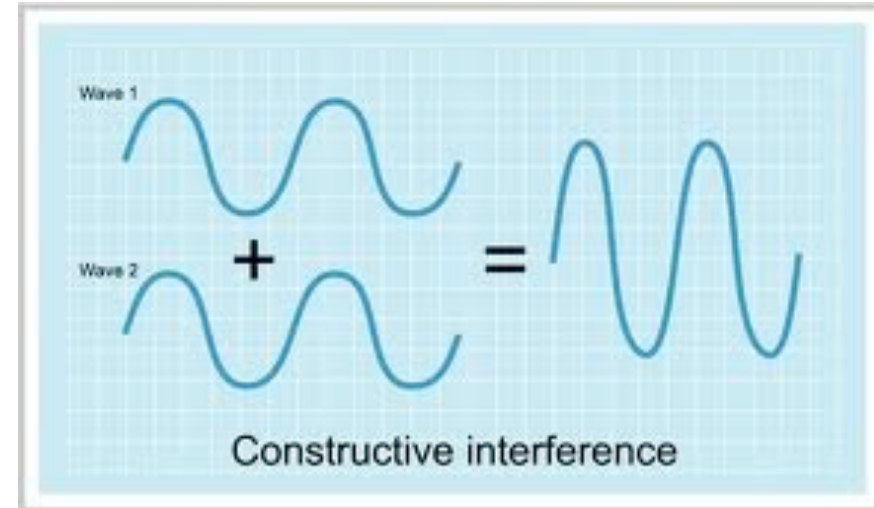
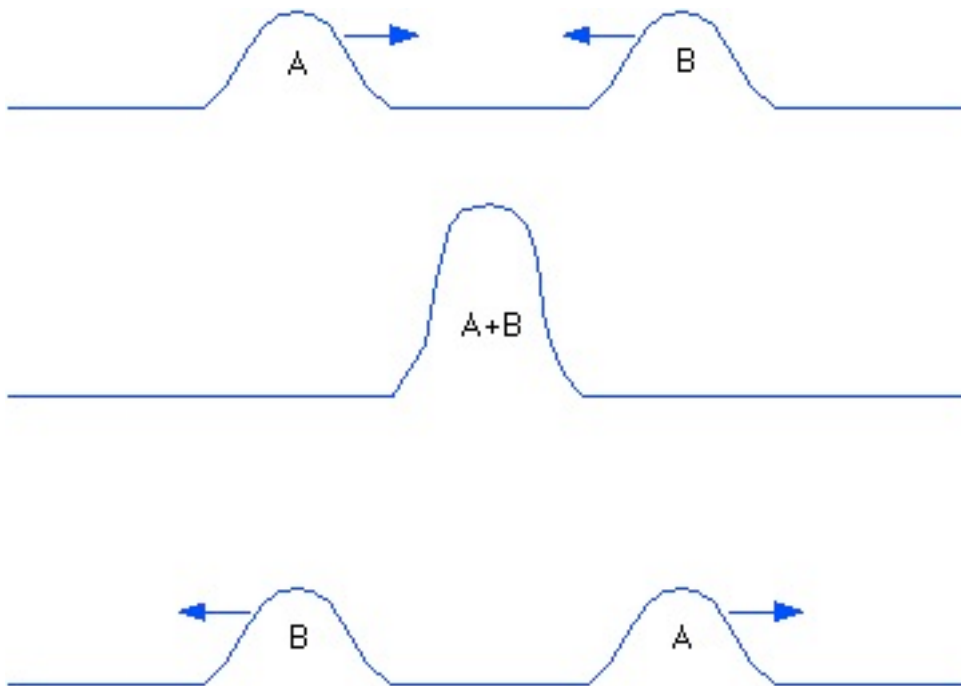


B.Antinode: points of high energy

# Waves

## IV. Wave Interference

### A. Constructive: amplitude of wave increases

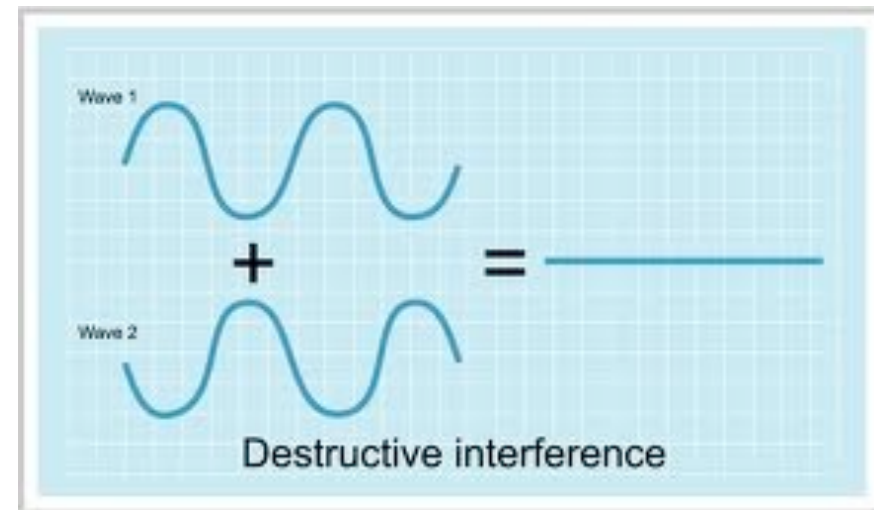
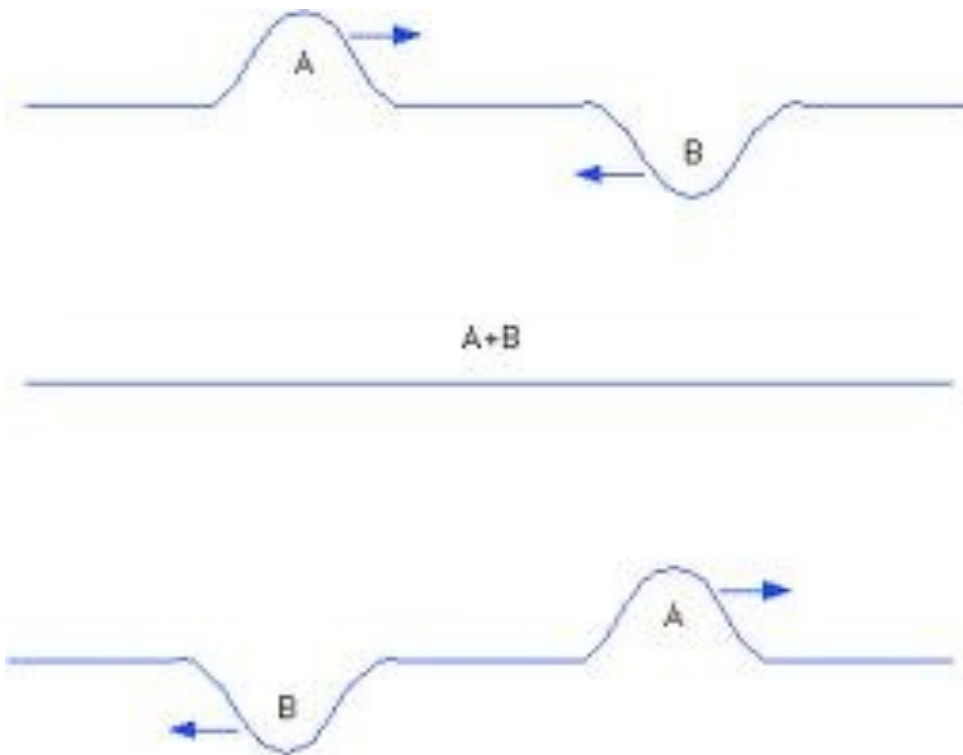


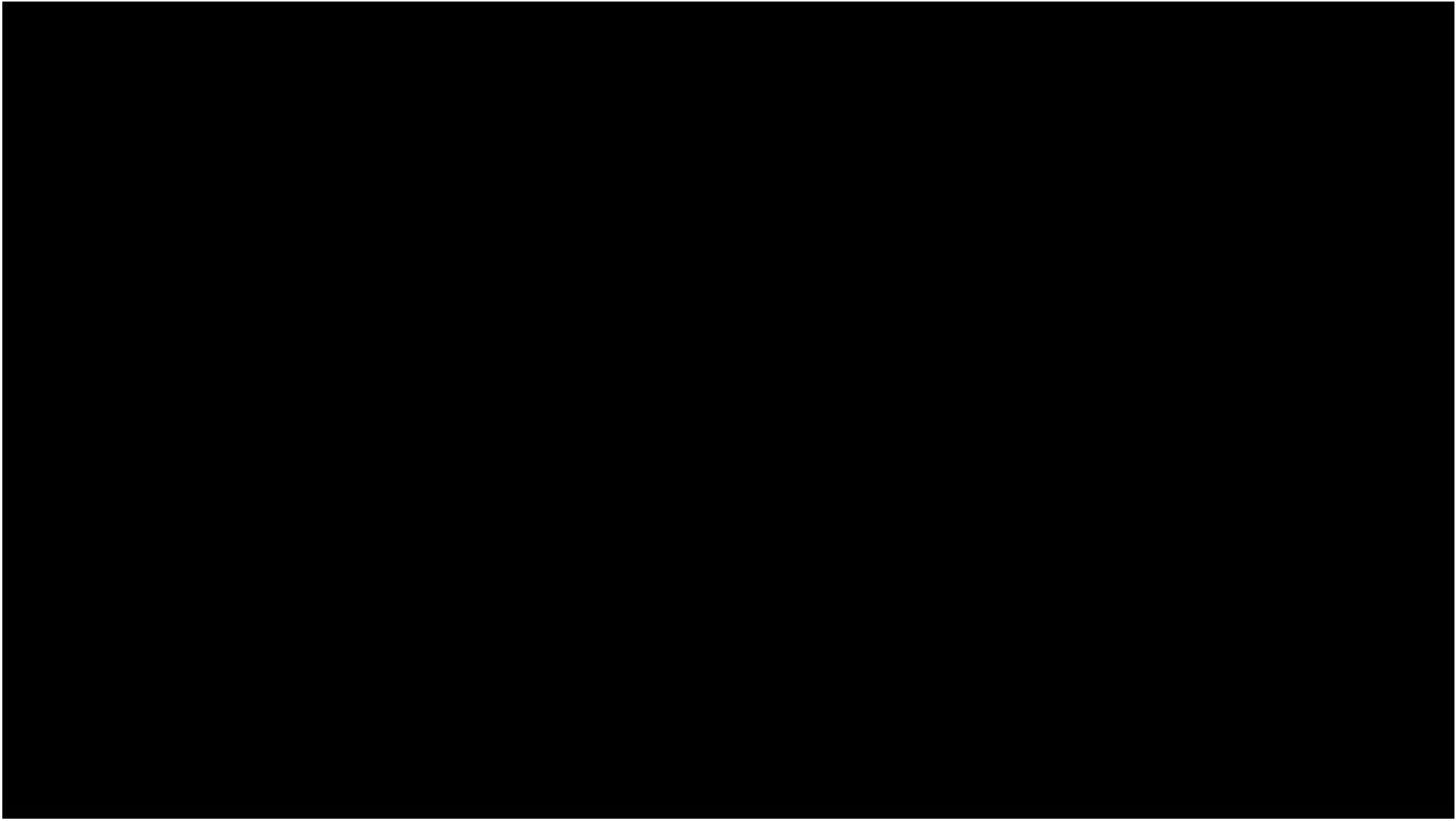


Thursday, November 7, 13

# Waves

## B. Destructive: amplitude of wave decreases





# Wave frequency

- Suppose I wiggle a slinky back and forth, and count that 6 waves pass a point in 2 seconds. What would the frequency be?

# Wave frequency

- Suppose I wiggle a slinky back and forth, and count that 6 waves pass a point in 2 seconds. What would the frequency be?
  - 3 cycles / second

# Wave frequency

- Suppose I wiggle a slinky back and forth, and count that 6 waves pass a point in 2 seconds. What would the frequency be?
  - 3 cycles / second
  - 3 Hz

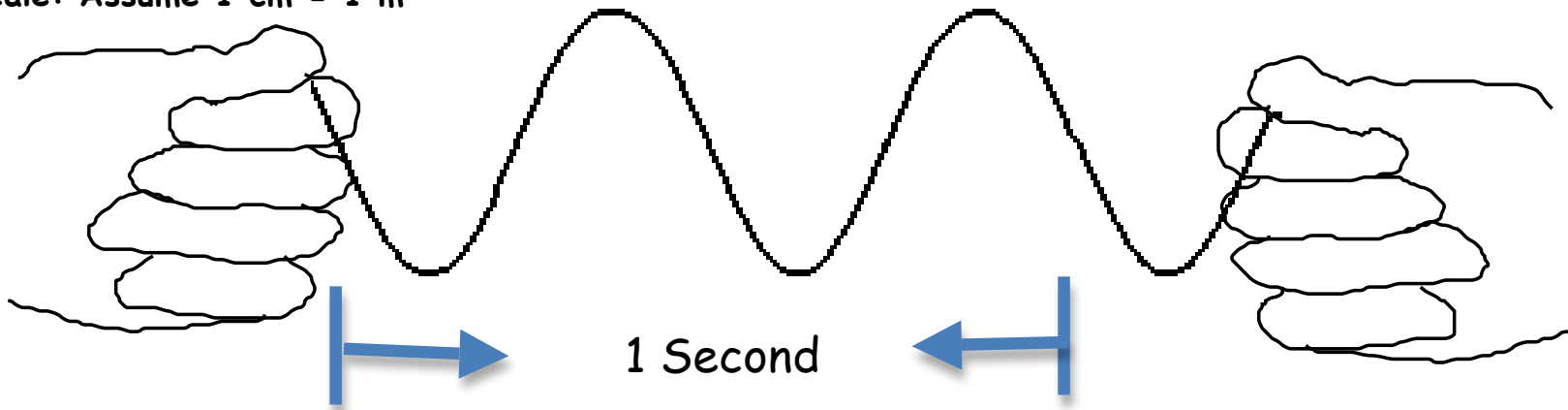


# Wave frequency

- Suppose I wiggle a slinky back and forth, and count that 6 waves pass a point in 2 seconds. What would the frequency be?
  - 3 cycles / second
  - 3 Hz
  - we use the term Hertz (Hz) to stand for cycles per second.

# Waves WS #2

Scale: Assume 1 cm = 1 m



The sketch above illustrates a snapshot in time of a wave sent along a cord. The wave illustrated was generated by the hand on the left and has just reached the hand on the right.

a. Measure directly on the diagram to determine:

wavelength \_\_\_\_ m      amplitude \_\_\_\_ m      period \_\_\_\_ s      frequency \_\_\_\_ Hz      speed \_\_\_\_ m/s  
(cycles/sec)

b. Directly on the sketch above label one wavelength, one crest, one trough, and one amplitude.

# Wave Speed/Velocity

- Suppose I wiggle a slinky back and forth, and measure the wavelength as 3.8m and count that wave is traveling at a frequency of 2 Hz. What would the velocity of the wave be?


# Wave Speed/Velocity

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–  $v = f \lambda$

# Wave Speed/Velocity

- Suppose I wiggle a slinky back and forth, and measure the wavelength as 3.8m and count that wave is traveling at a frequency of 2 Hz. What would the velocity of the wave be?

- $v = f \lambda$

- $f = 2 \text{ Hz}$

- $\lambda = 3.8 \text{ m}$

# Wave Speed/Velocity

- Suppose I wiggle a slinky back and forth, and measure the wavelength as 3.8m and count that wave is traveling at a frequency of 2 Hz. What would the velocity of the wave be?

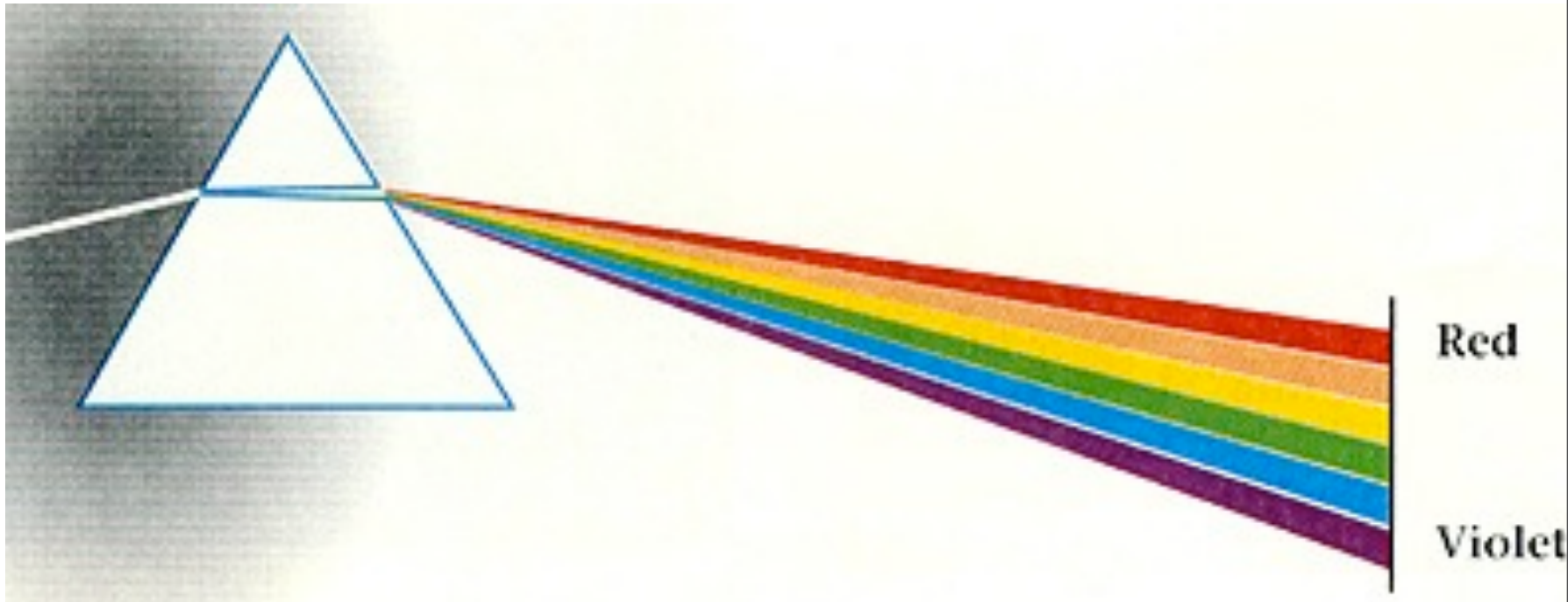
- $v = f \lambda$

- $f = 2 \text{ Hz}$

- $\lambda = 3.8 \text{ m}$

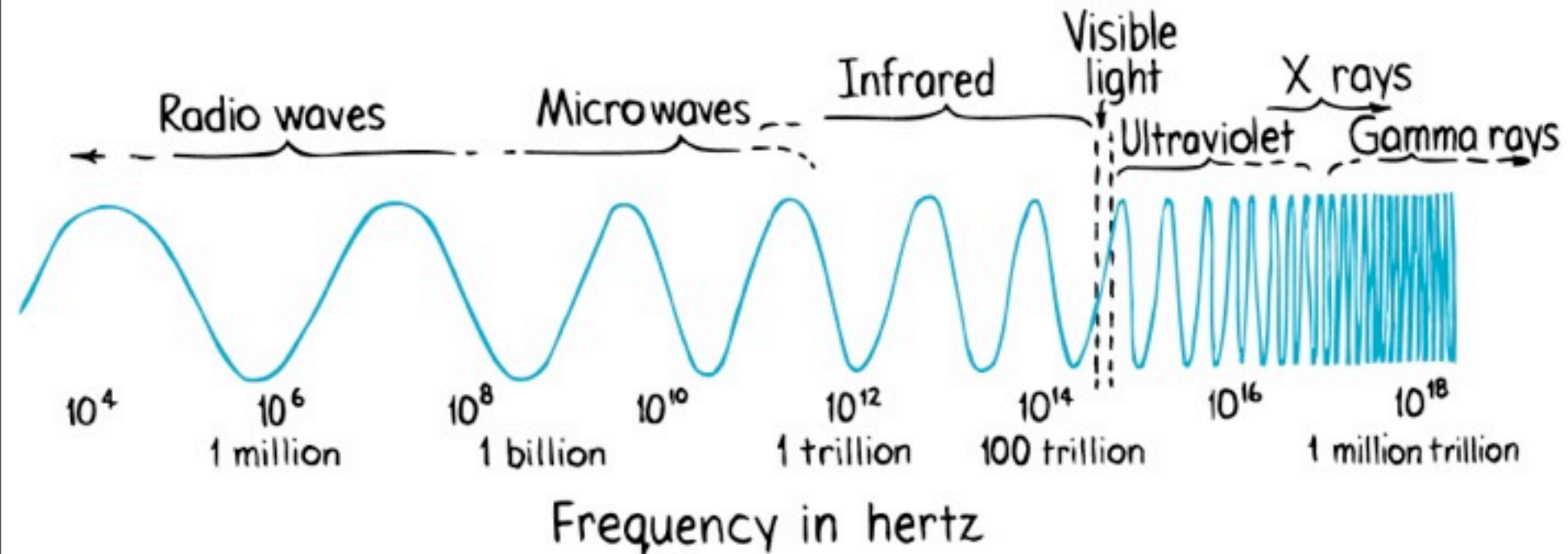
- Then  $v = (3.8) \times (2) \Rightarrow 7.6 \text{ m/s}$

# Waves



# Waves

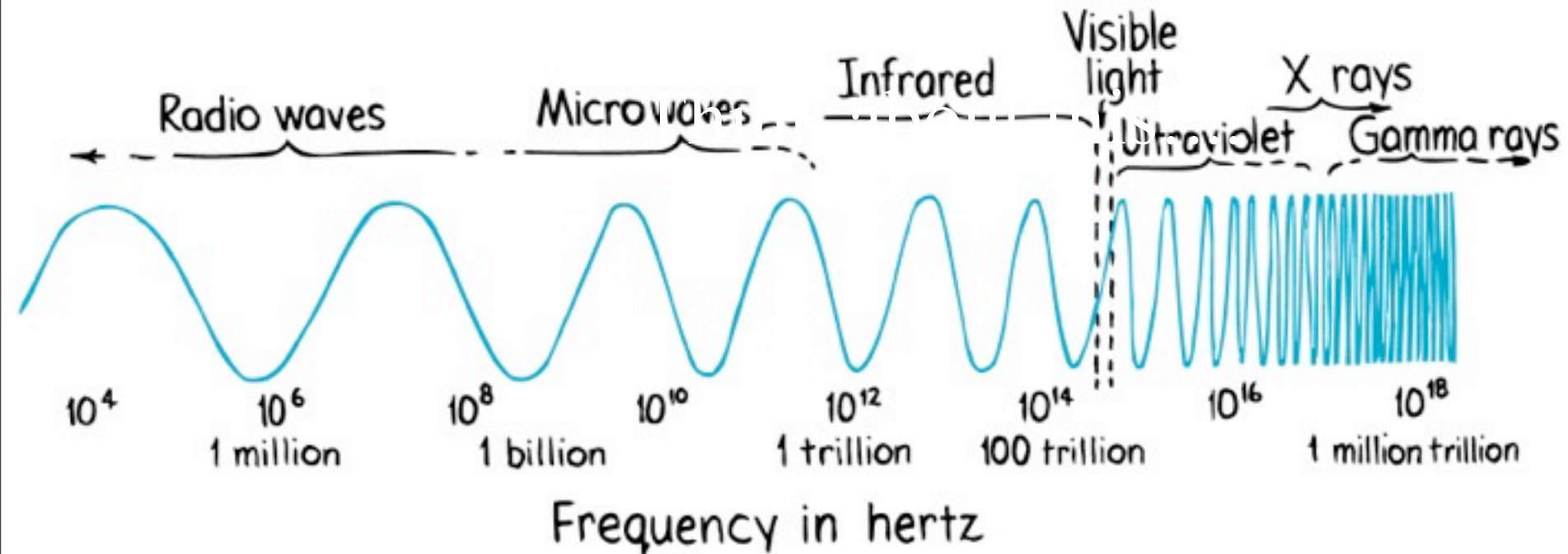
VI. Electromagnetic waves: waves that require no medium to travel





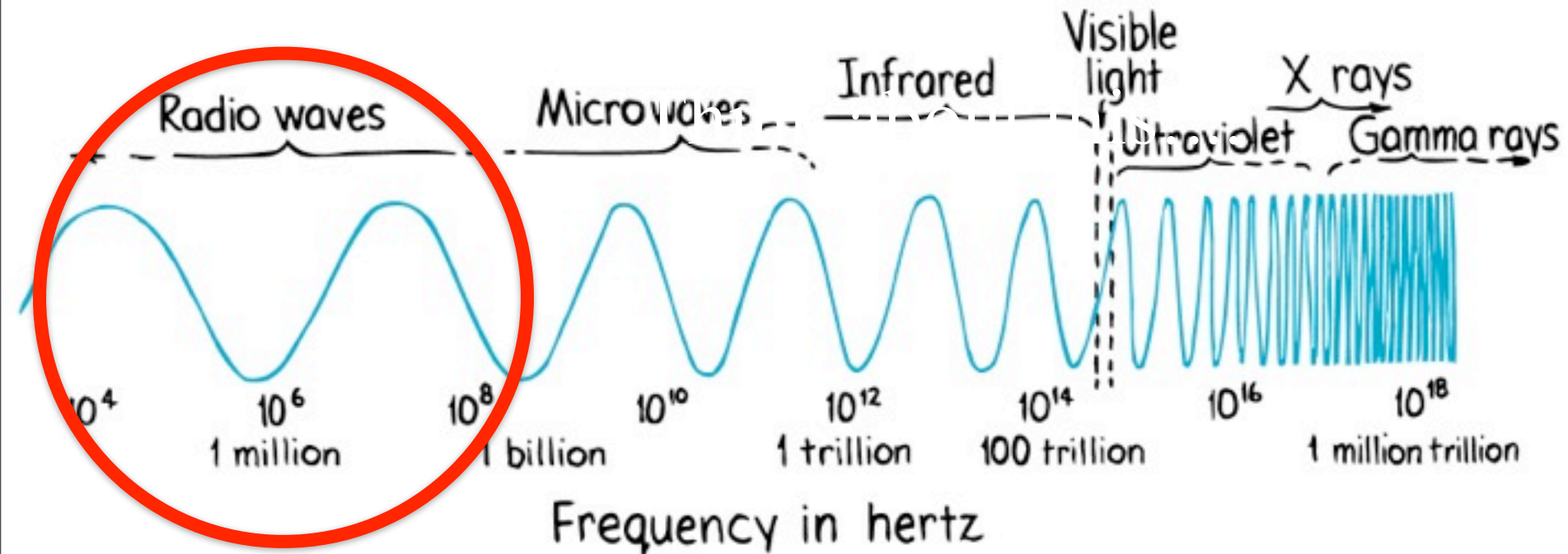
# Waves

VI. Electromagnetic waves: waves that require no medium to travel



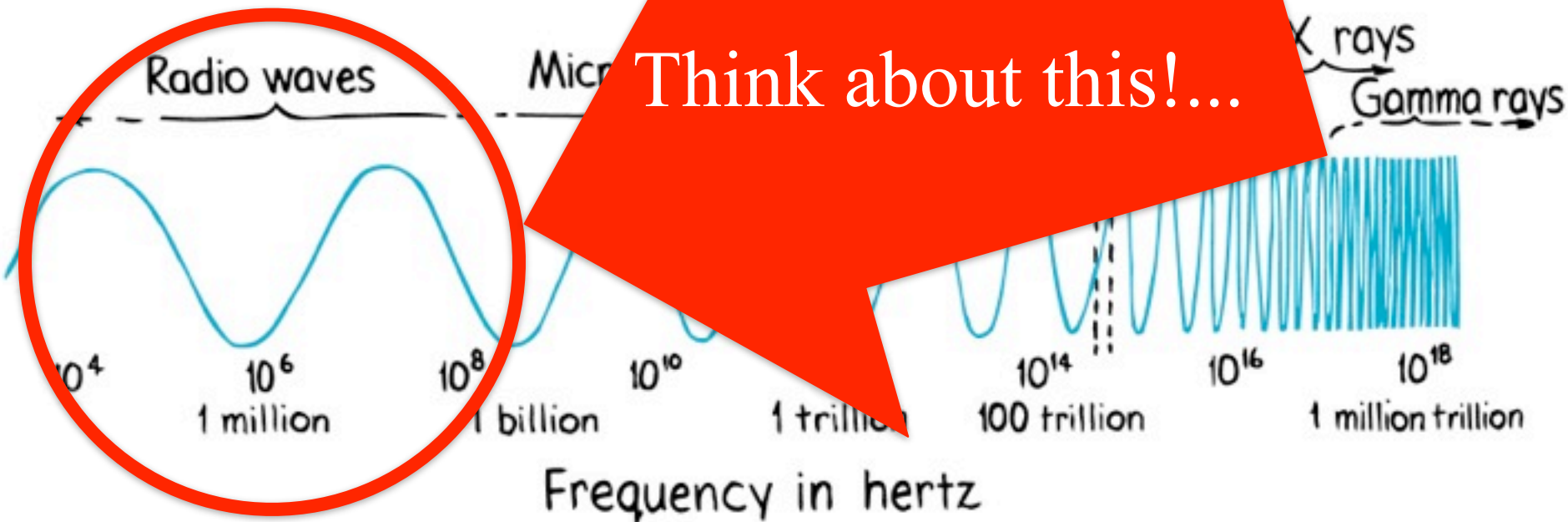
# Waves

VI. Electromagnetic waves: waves that require no medium to travel



# Waves

VI. Electromagnetic waves: waves that require no medium to travel

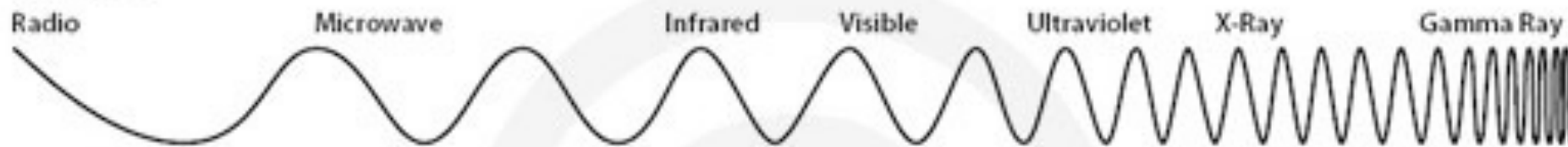


# THE ELECTRO MAGNETIC SPECTRUM

1 metre = 100cm 1 cm = 10mm 1 millimetre = 1000 microns 1 micron = 1000 nanometres (nm) - one nanometer is one billionth of a metre

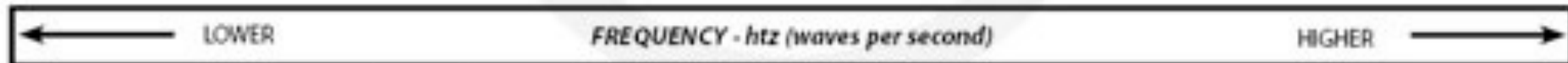
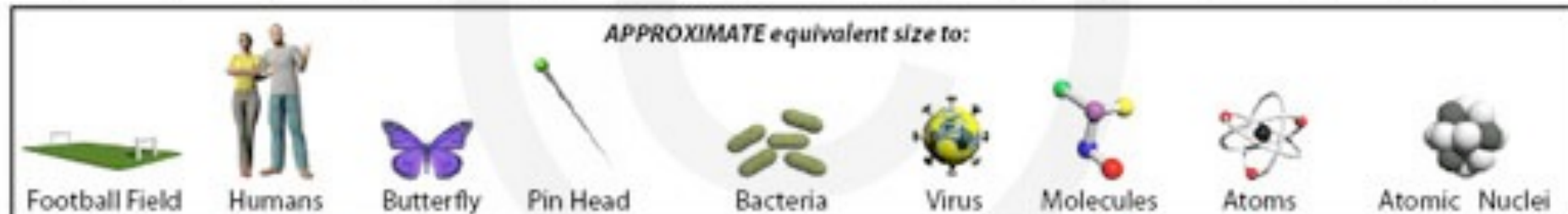
$$10^{-5} = 0.00001 \quad 10^5 = 100,000$$

WAVE (type)



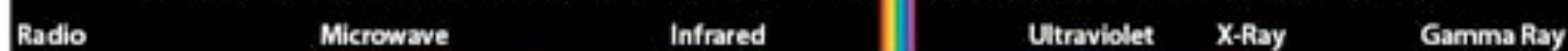
$10^2$     $10^1$     $1$     $10^{-1}$     $10^{-2}$     $10^{-3}$     $10^{-4}$     $10^{-5}$     $10^{-6}$     $10^{-7}$     $10^{-8}$     $10^{-9}$     $10^{-10}$     $10^{-11}$     $10^{-12}$     $10^{-13}$

APPROXIMATE equivalent size to:

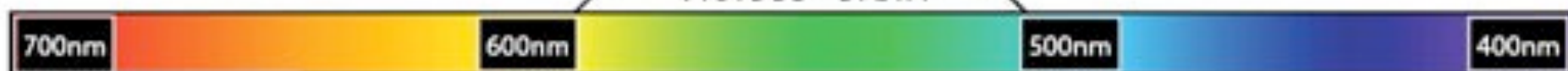


$10^6$     $10^7$     $10^8$     $10^9$     $10^{10}$     $10^{11}$     $10^{12}$     $10^{13}$     $10^{14}$     $10^{15}$     $10^{16}$     $10^{17}$     $10^{18}$     $10^{19}$     $10^{20}$     $10^{21}$

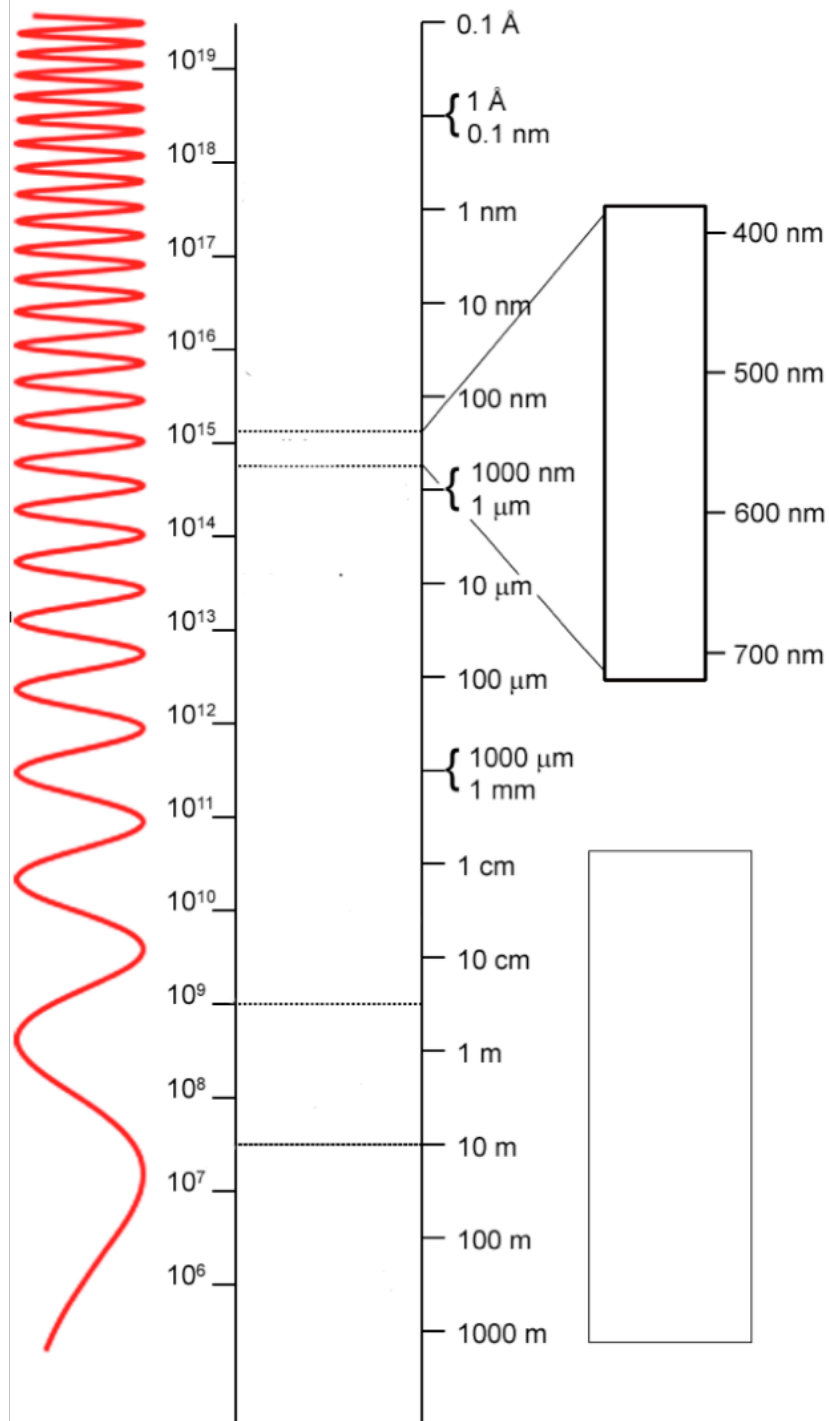
Electromagnetic Radiation detected by the human eye is called visible light and falls between 700 and 400 nano metres



VISIBLE LIGHT



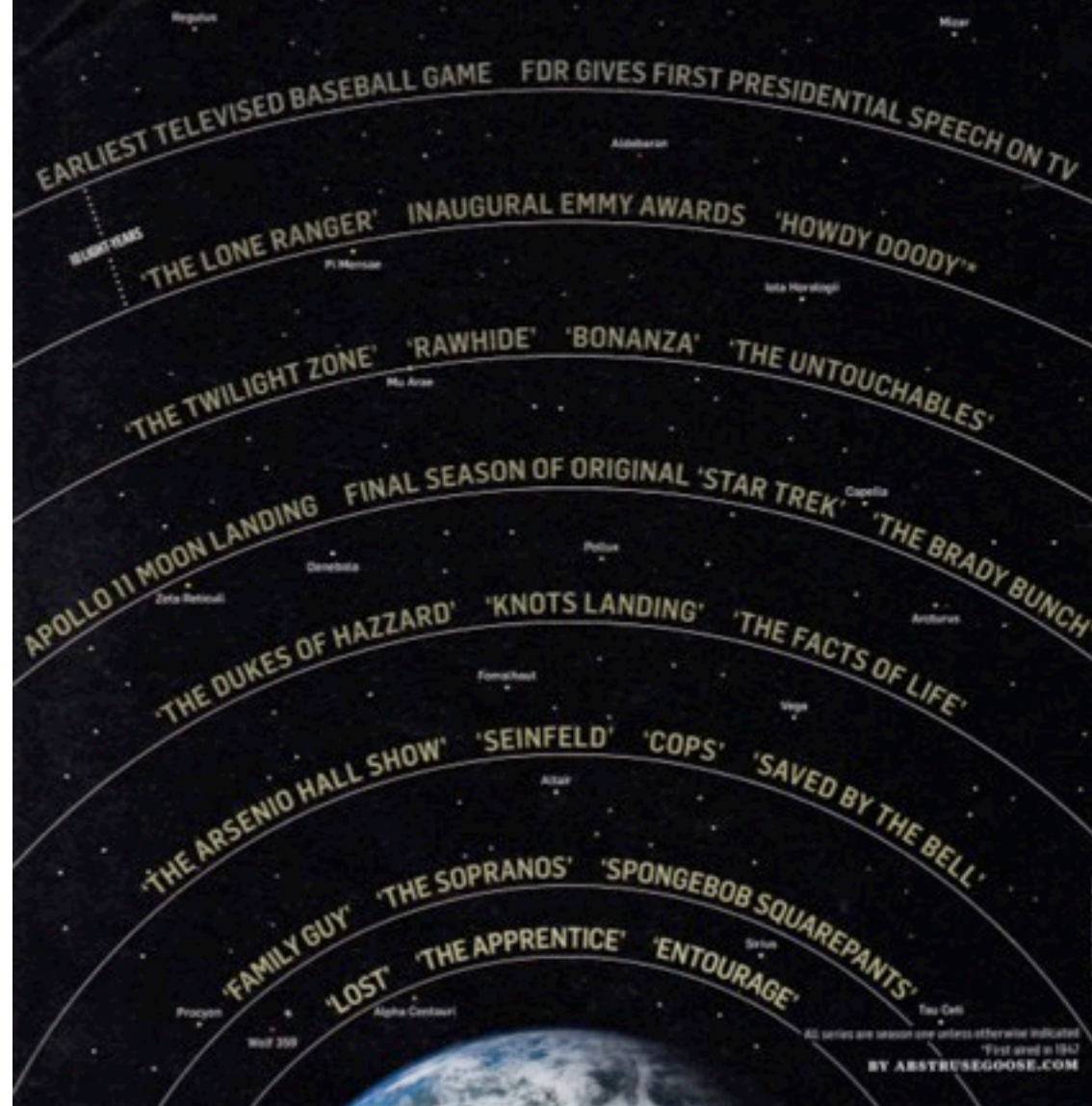
© Copyright Colour Therapy Healing 2010 - [www.colourtherapyhealing.com](http://www.colourtherapyhealing.com)





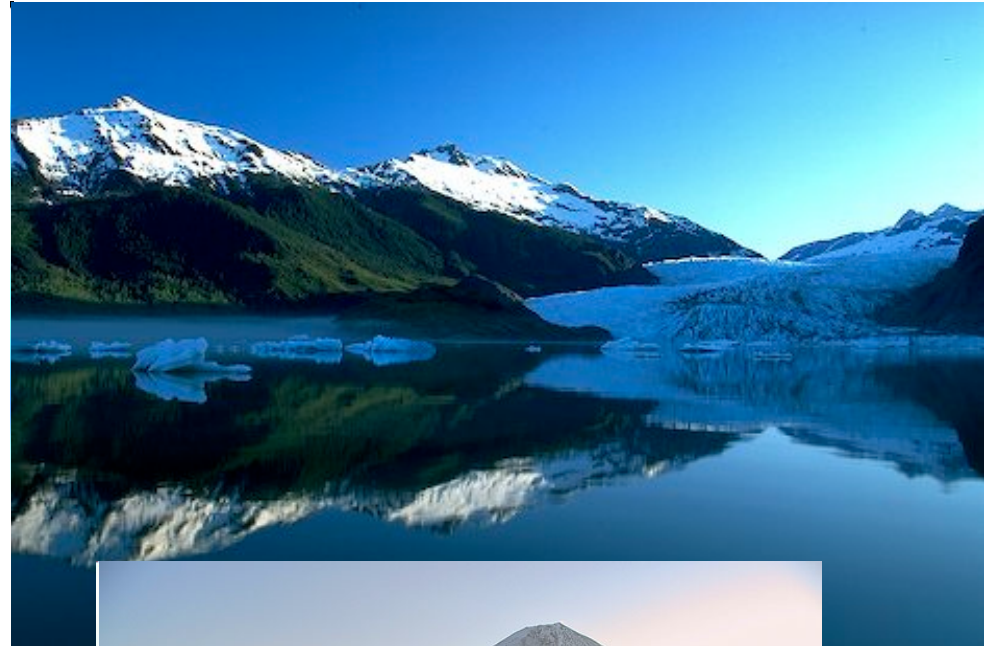
# WHAT ARE THEY WATCHING ON ALPHA CENTAURI?

Once broadcast, TV signals begin their endless journey outward into the cosmos at the speed of light. In fact, our earliest broadcasts could now be traveling through star systems more than 400 trillion miles from Earth. If there are sentient beings out there, here's what they're watching.



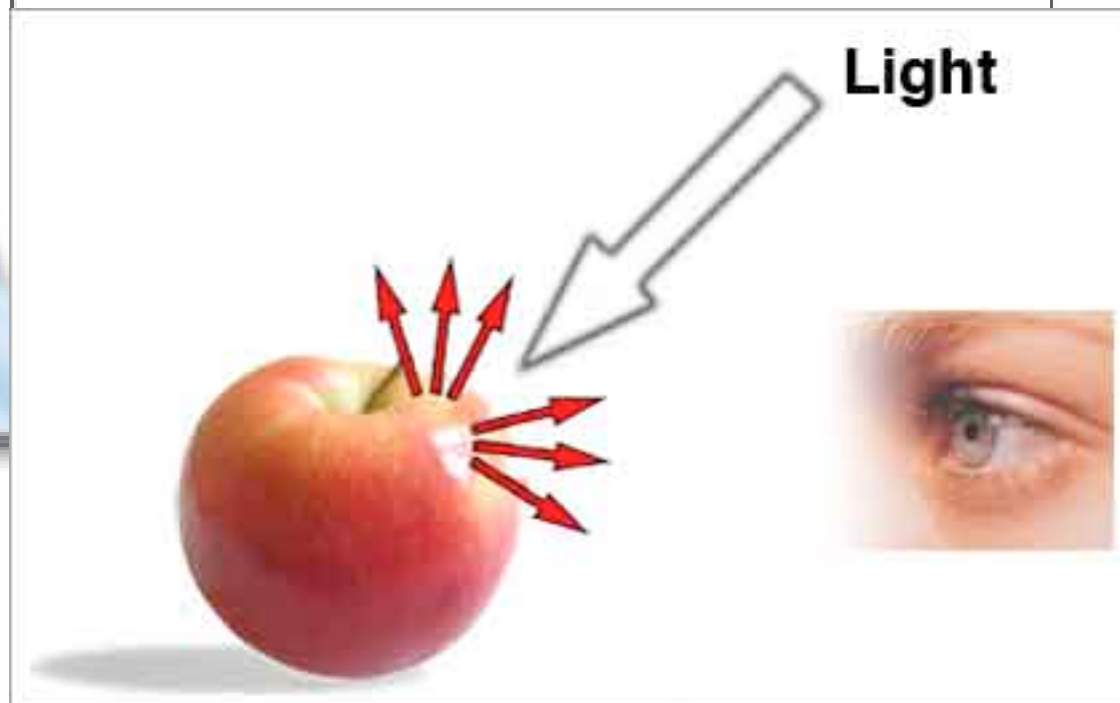
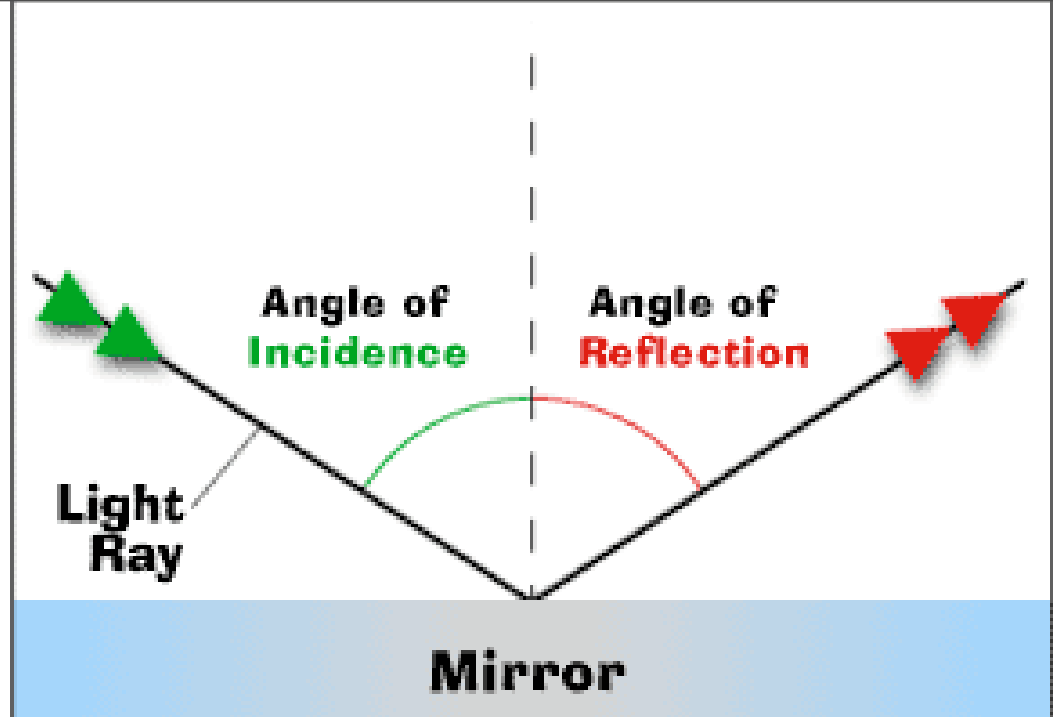
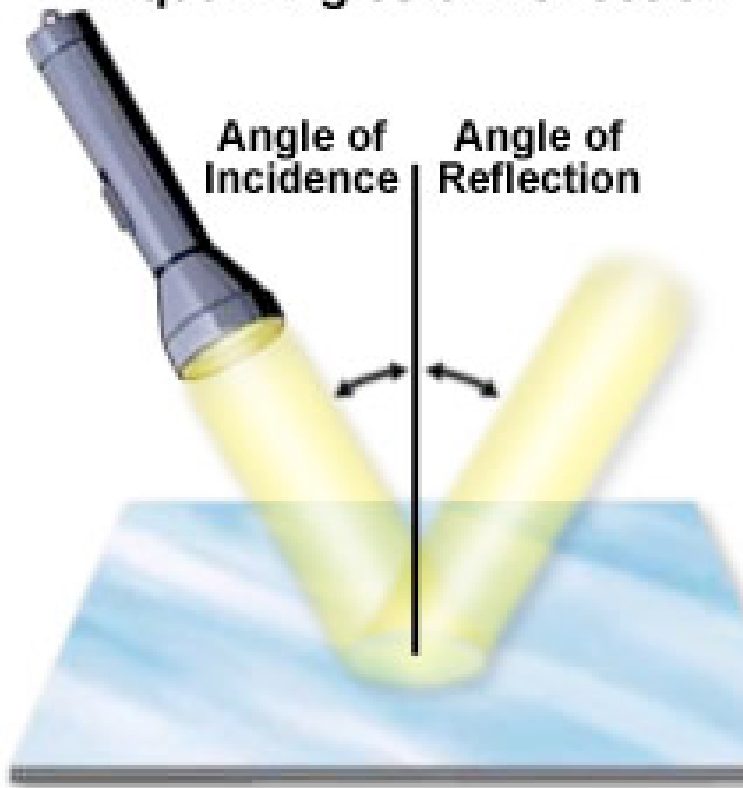
# Waves

## Reflection



# Waves

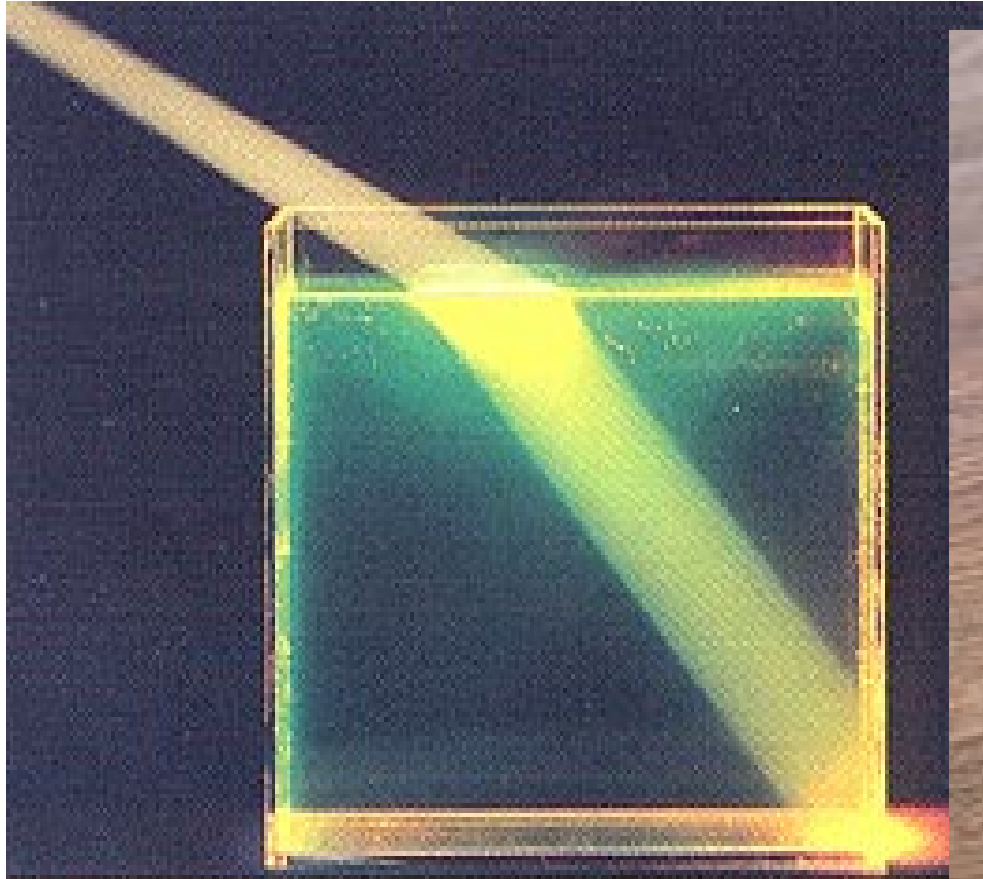
## Equal Angles of Reflection





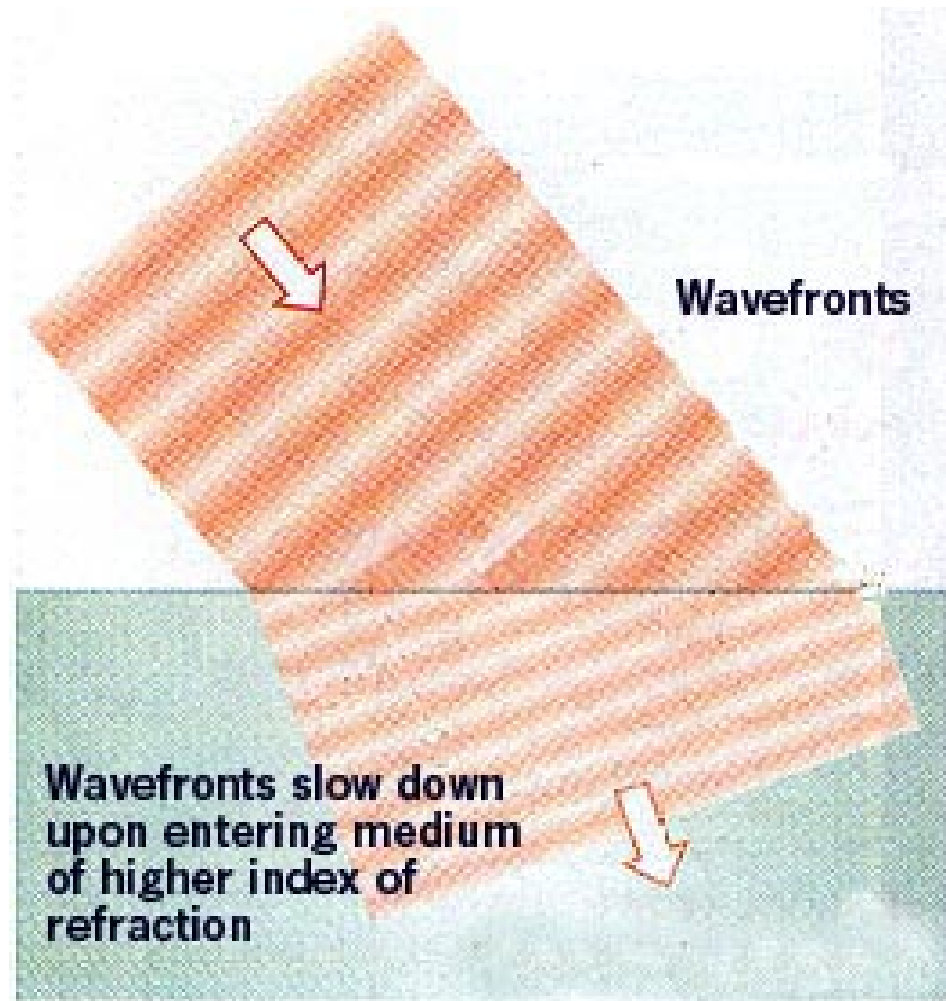
# Waves

## Refraction

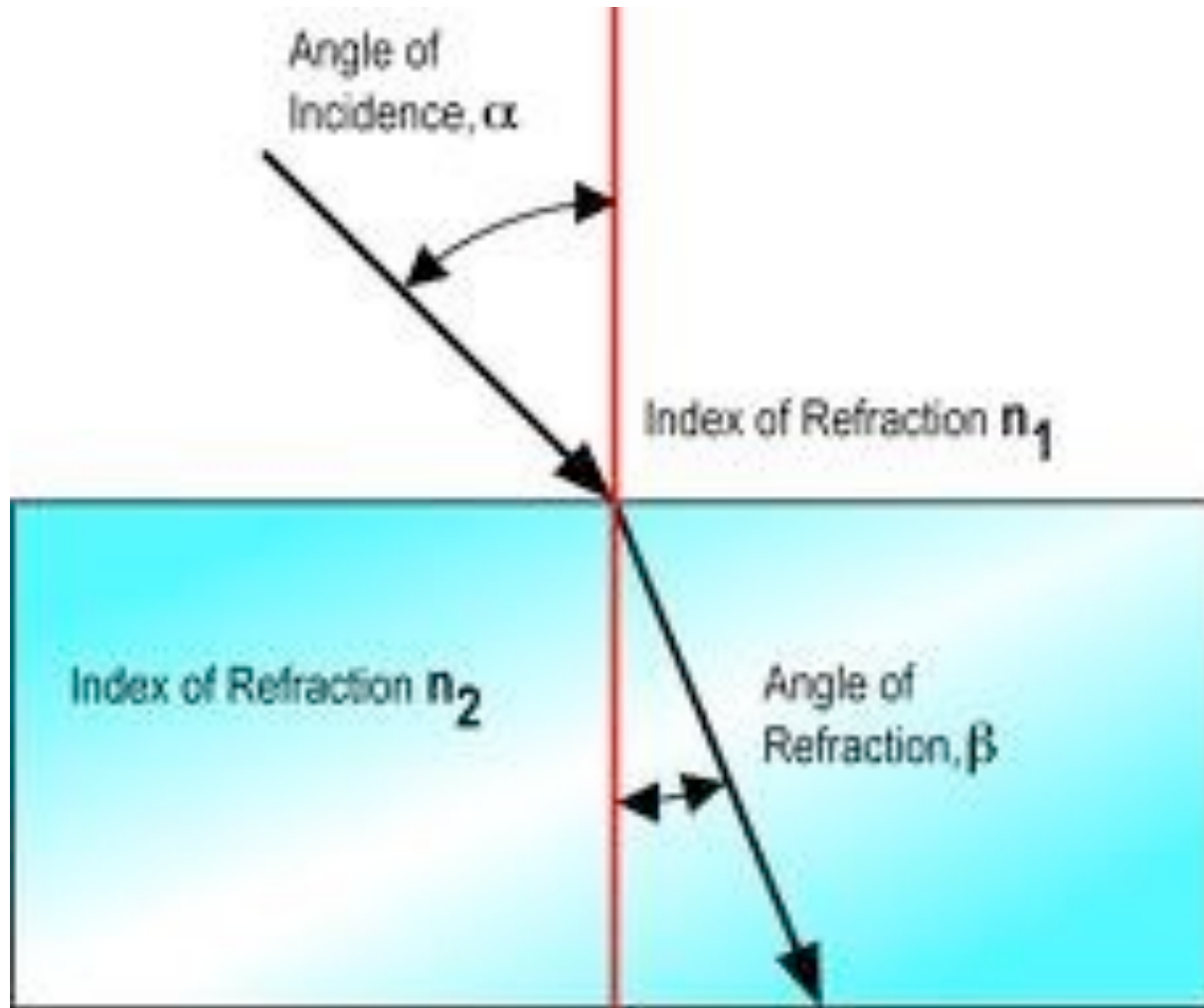


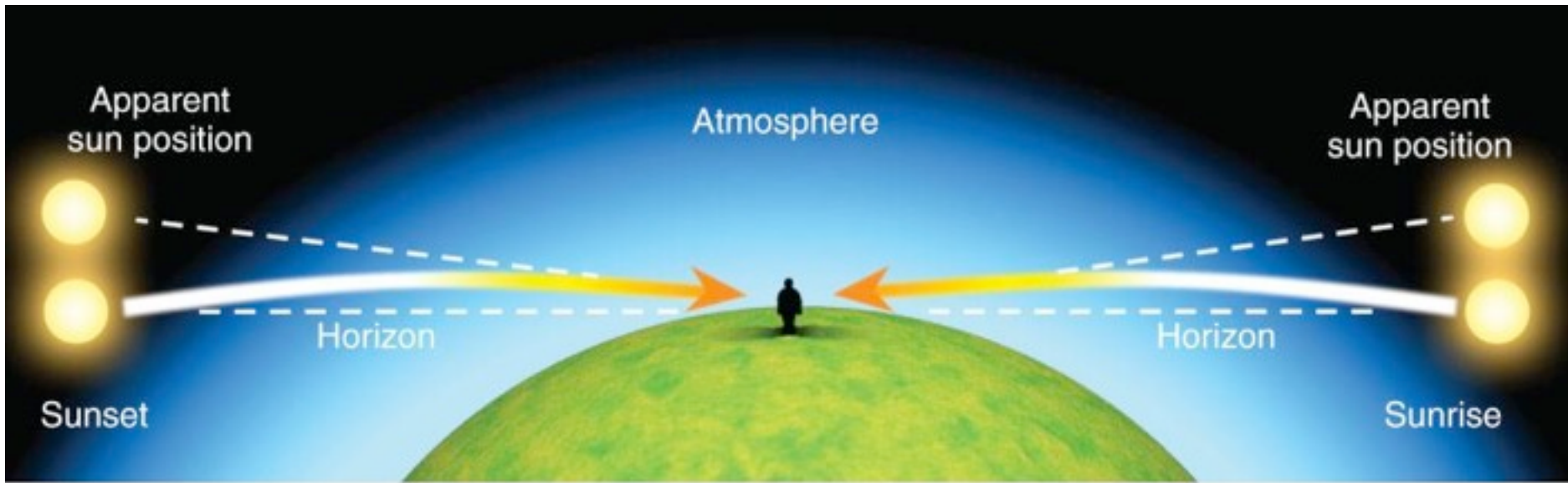
# Waves

- Refraction: a change in direction and speed of a wave due to the medium
  - bends towards normal in more dense object
  - bends away from normal in less dense object



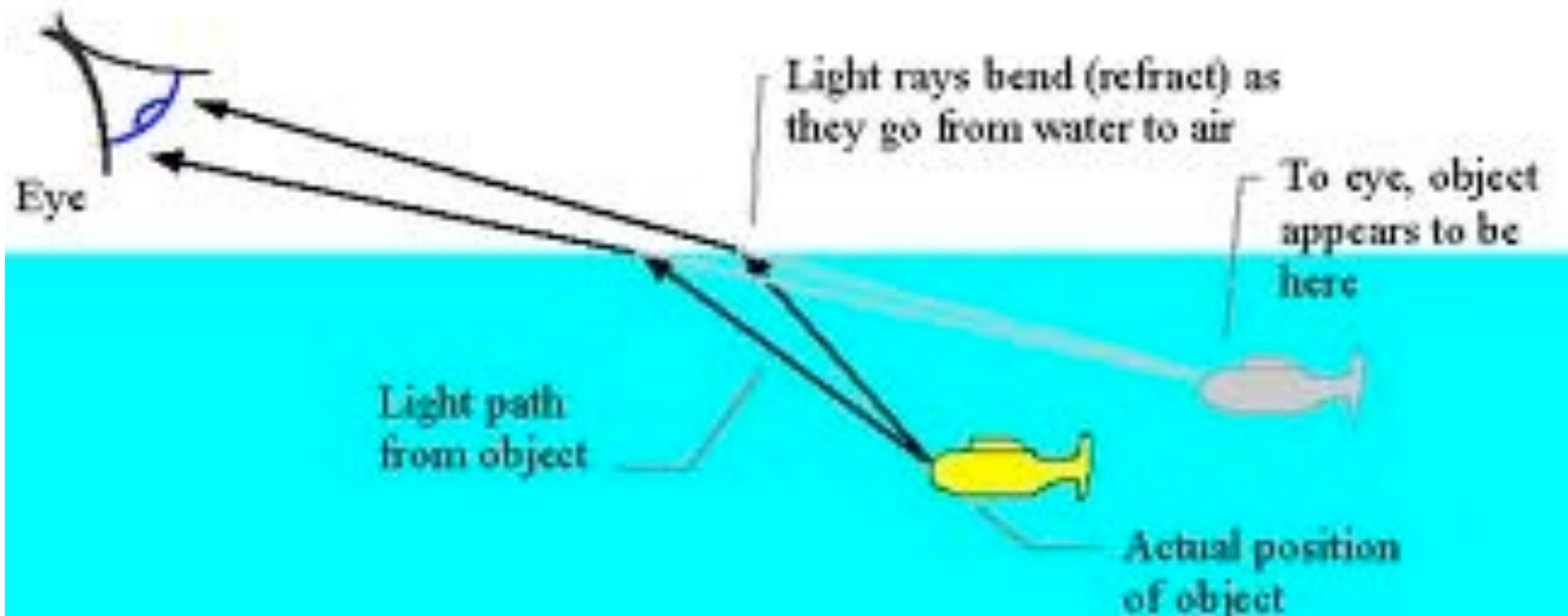
# Waves

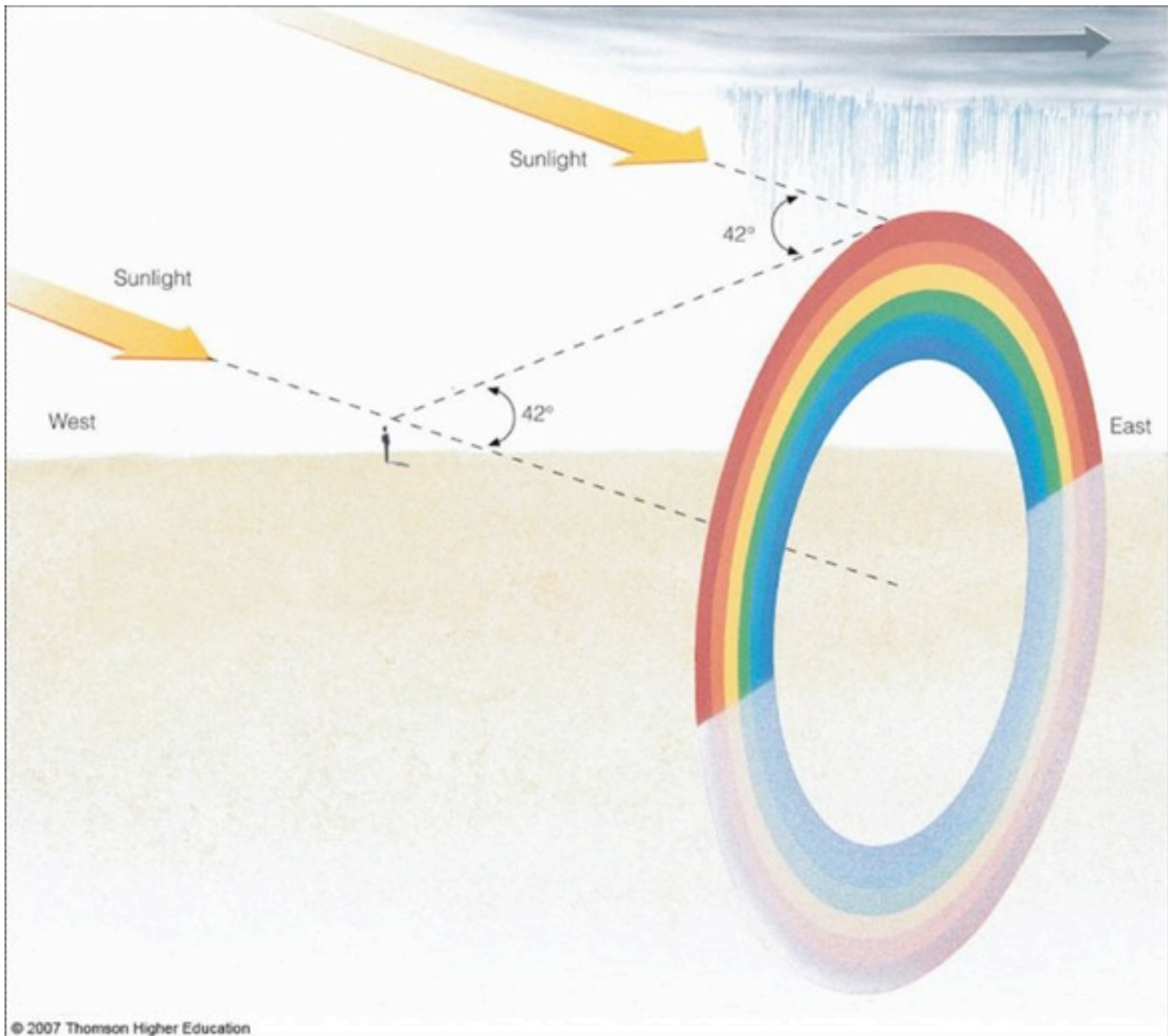




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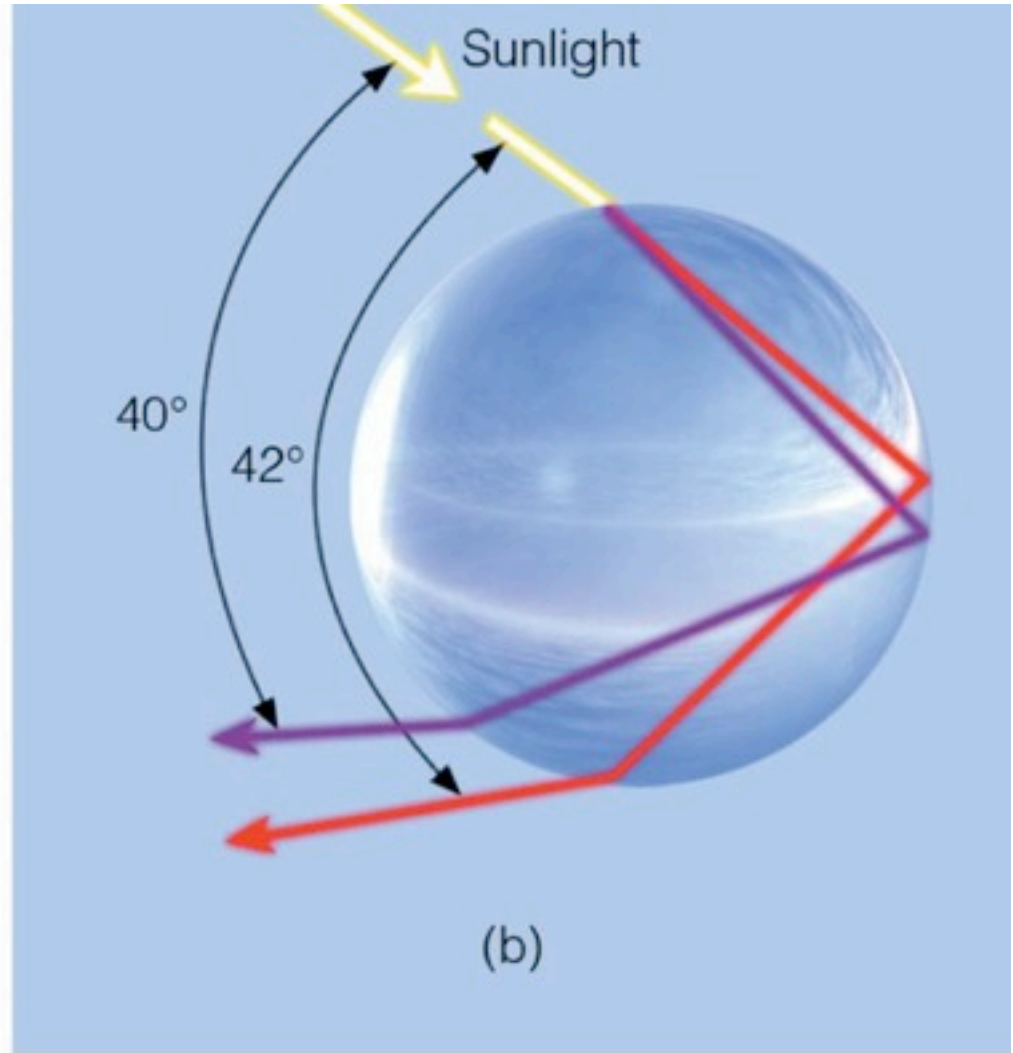
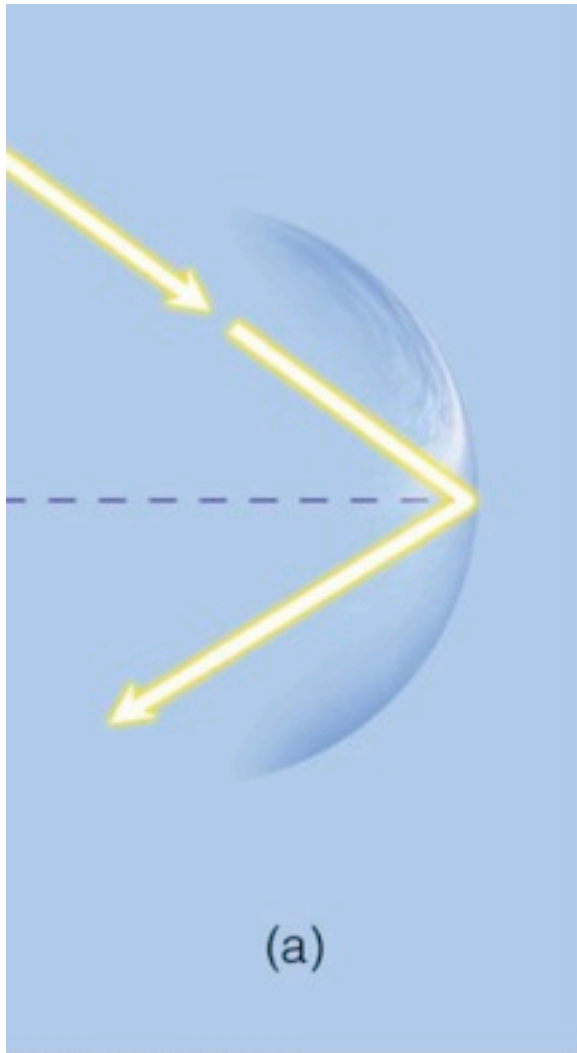
## Refraction at Surface of Water



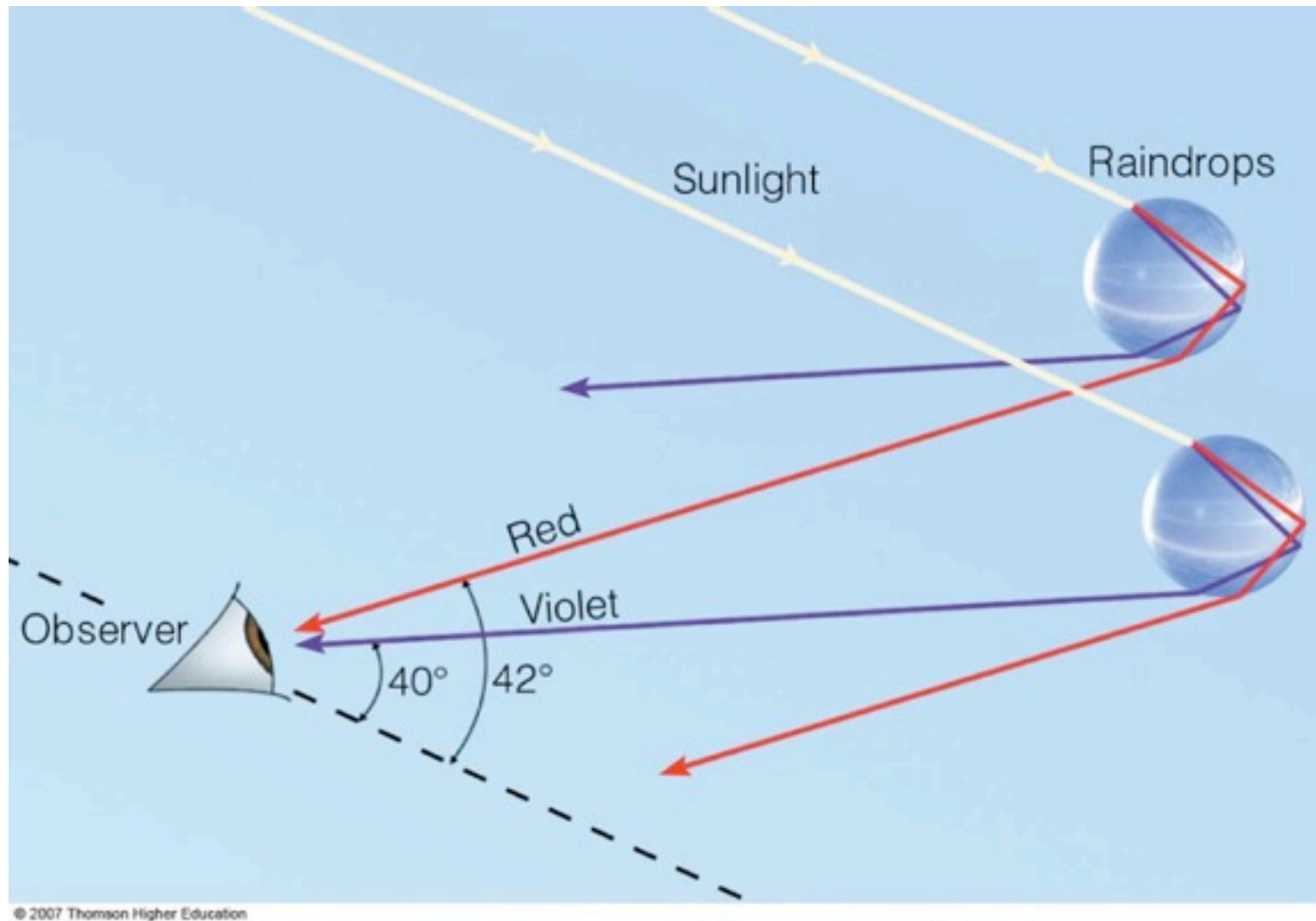




# Waves

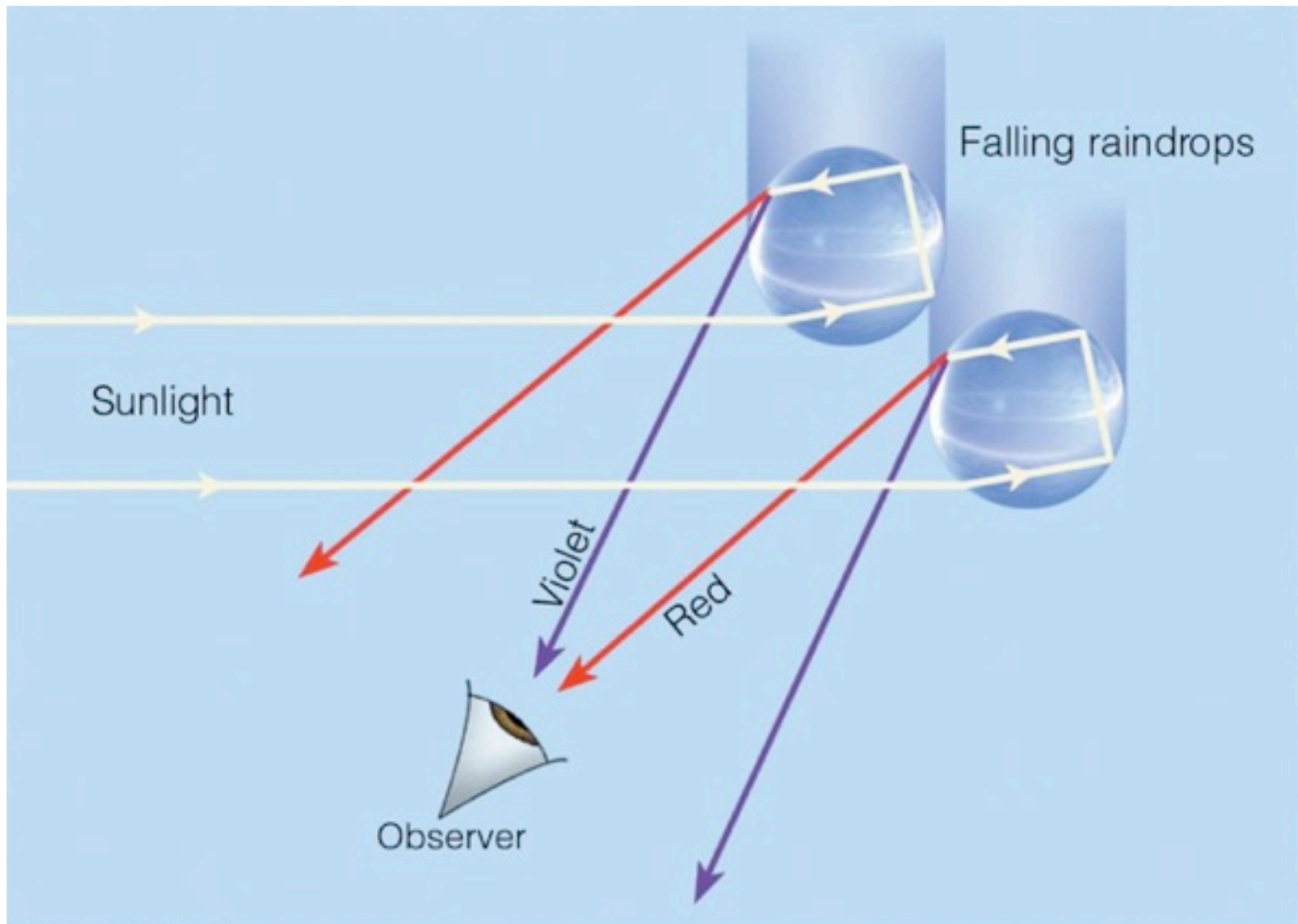


# Waves





# Waves

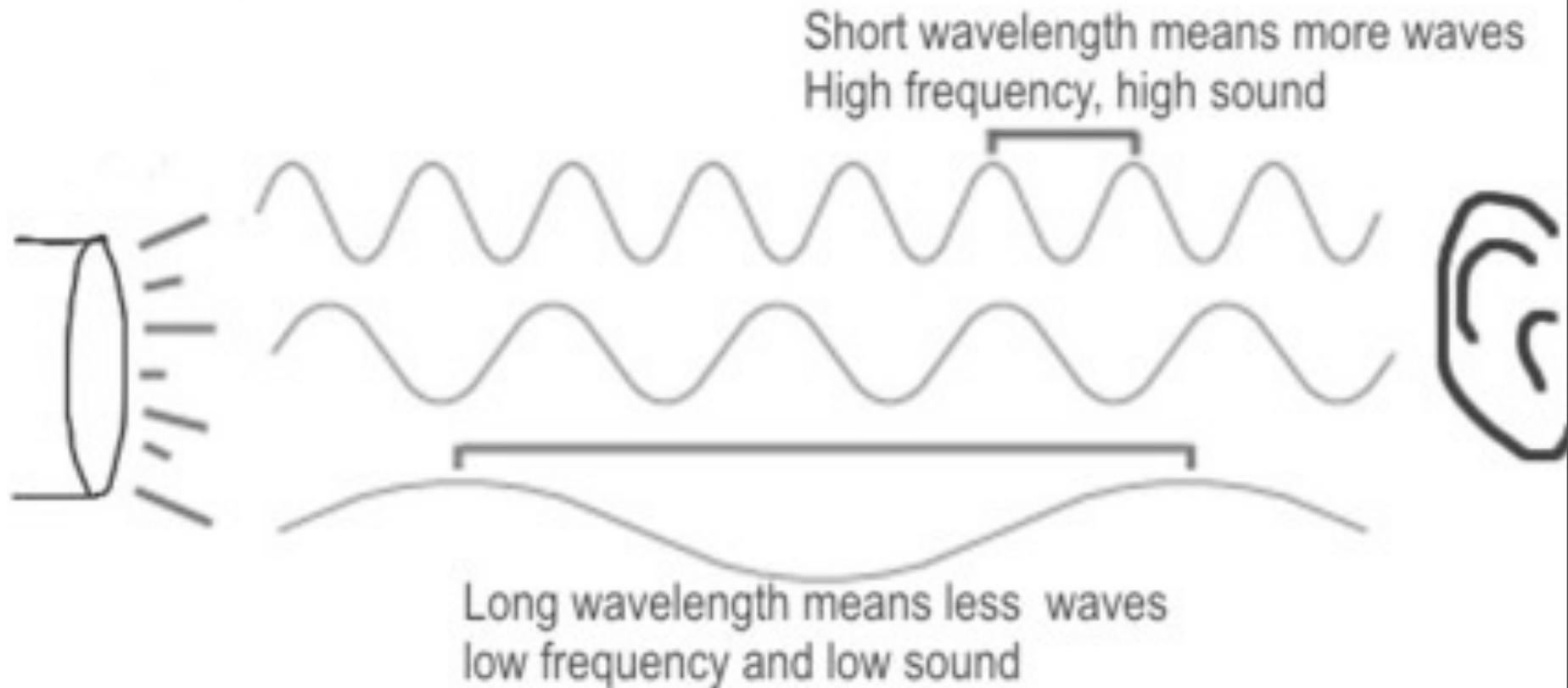




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# WHY CAN WE HEAR?

The waves are travelling about the same speed,  
this is the number of waves needed in a  
hundredth of a second to reach the ear





# Mosquito Ringtones

The Ultrasonic Ring tone ADULTS CAN'T HEAR!!!!

<http://www.freemosquitoringtones.org/>



+

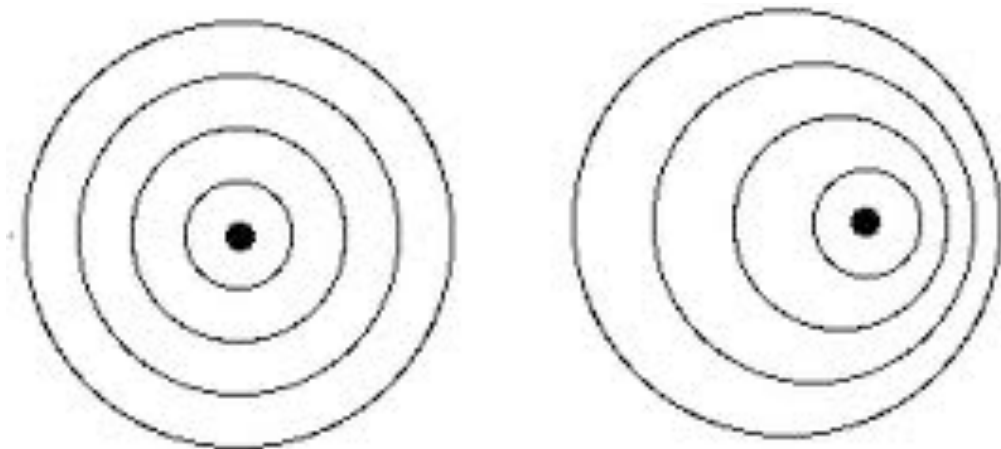


=

A ring tone  
teachers &  
parents can't  
hear!

# Waves

- \_\_\_\_\_ Effect: produced when a wave source is \_\_\_\_\_ in one direction.
  - When it moves away the wavelength gets \_\_\_\_\_ (lower \_\_\_\_\_)
  - When it moves towards the wavelength gets \_\_\_\_\_ (higher \_\_\_\_\_)

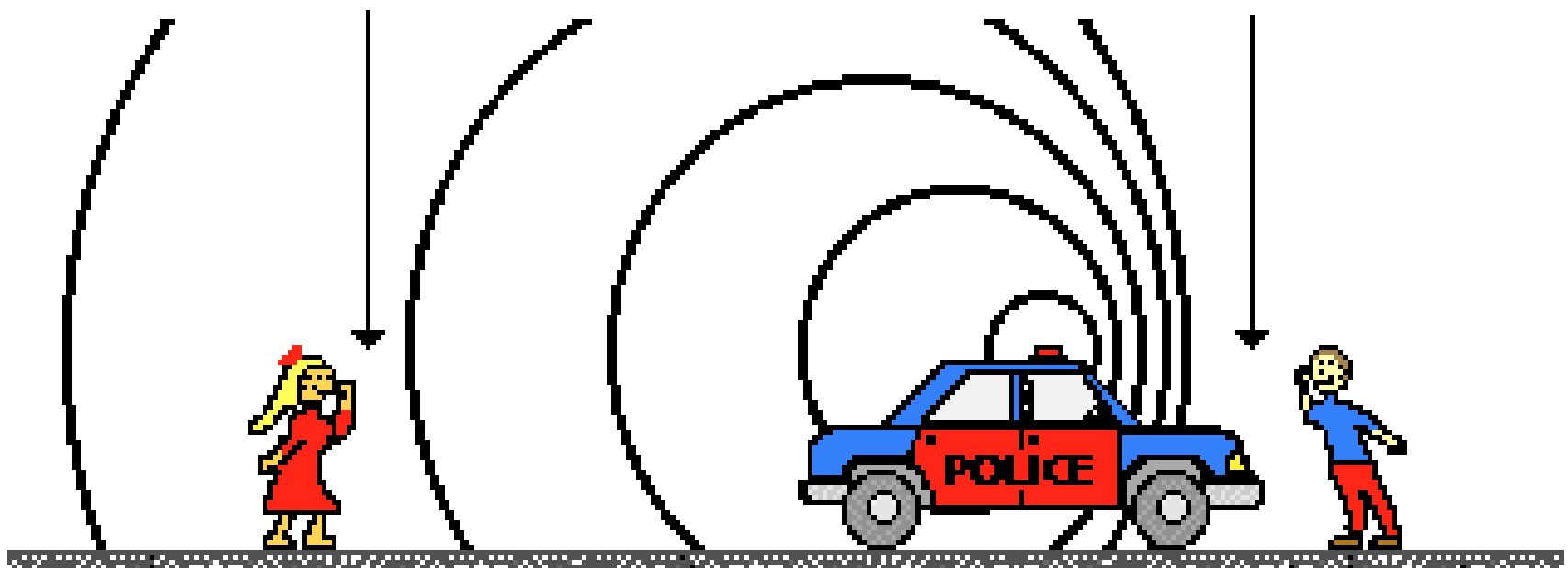


# Waves

## The Doppler Effect for a Moving Sound Source

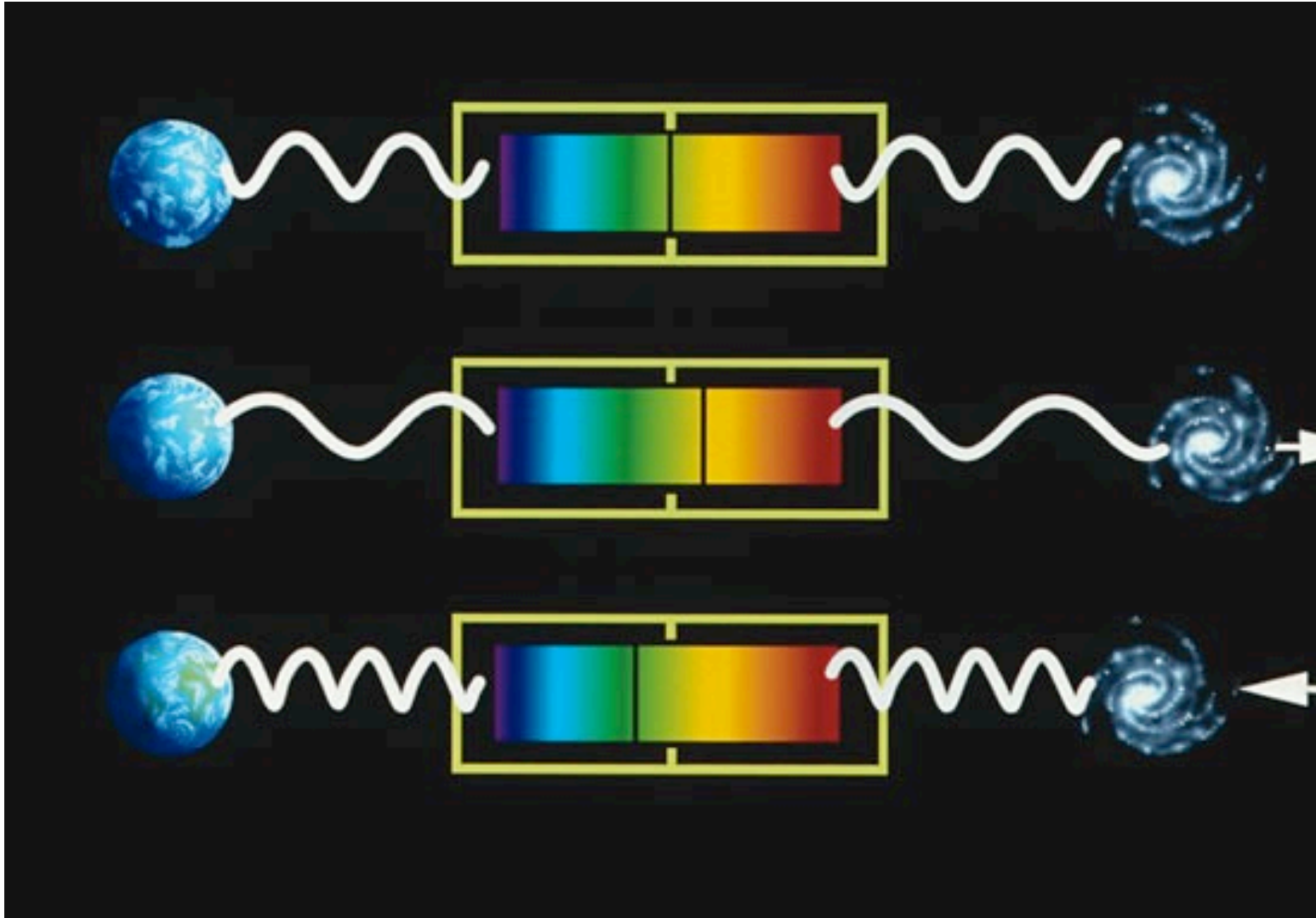
**Long Wavelength  
Low Frequency**

**Small Wavelength  
High Frequency**



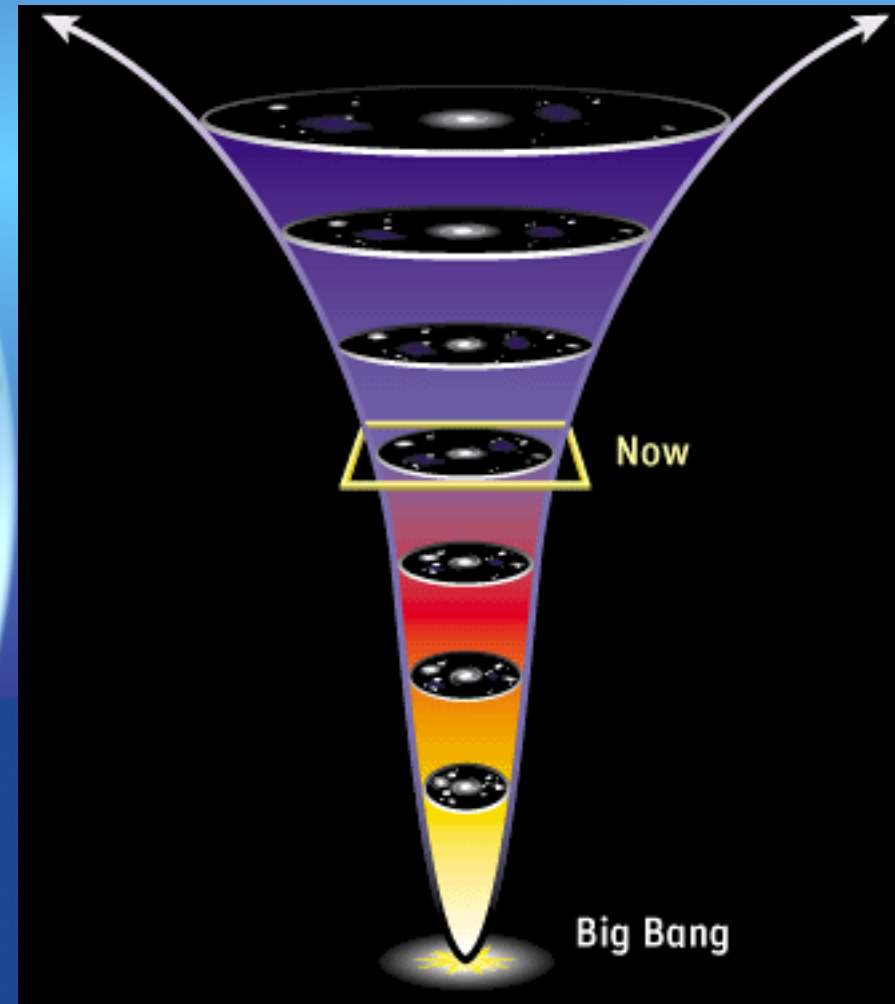


# Waves



**A. Big Bang Theory:** Universe started with a big bang, or **explosion**, and has been expanding ever since.

1. rapid **expansion** of space itself.
2. **13.7 billion years**, based off oldest light in universe.





# Waves

- Support of the Big bang
  - Red shift of galaxies seen
    - Means galaxies are moving away
  - Background radiation
    - Radiation comes from everything (think nuclear chemistry)
  - Abundance of Hydrogen
    - Big bang too hot even for Fusion so Hydrogen is left over